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**WIN!**  
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# EDITOR'S NOTE

## News Flash!

We interrupt your regularly scheduled editor's note to bring you this update on recent events in the world of Dragon Ball Z.

When you want to know the facts, you go to the source. This month, we are here talking with Brian Valdez, the Worlds Best Dragon Ball Z Collectible Card Game Player, to uncover the secrets to assembling the perfect CCG Deck. Check out Brian's response to getting your decks battle ready on page 40. One other breaking story coming in is about *Beckett Dragon Ball Z Collector* cover artist, Jeff Amano. Many of our loyal fans have requested information by phone, email, and letters on how he creates his Dragon Ball Z pieces. We have information on what it takes to design a cover all the way to the different "How to Draw" articles we have run in past issues beginning on page 25. Speaking about designs, we receive scores of questions related to Web site design. In this month's DBZ Online article we get behind the work of some cool sites and look at the code it takes to come up with something really cool. So pull up a seat and grab a cup of JAVA and lets get started on page 56.

On the traffic front, toy manufacturer Irwin is currently shipping their latest creation of action figures; the trucks are full and should be arriving at a toy store near you. In this month's Fantastic Plastic article (pg.54) we have put together a wish list of future action figures we would like to see on some of those trucks. We would like to know what action figures you would like to see, so fill out our Super Saiyan Survey on page 53 and let us know.

That's it for now, we now return you to your regularly scheduled magazine.

Best Wishes,



Mark Brewer  
Assistant Editor



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FIND THE MAGIC IN YOU





# Master Roshi's TRIVIA

By Greg Werner

Do you have the knowledge of a Super Saiyan?  
Test yourself on these questions and find out.

1. True or False. There is already a live-action Dragon Ball movie available.
2. Name the only ranking member of the Red Ribbon Army that was mentioned during the saga, but never seen.
3. What was the first known wish made to the Dragon Balls?
4. What is Goku wearing when he shows up at the 22nd Tenkaichi Budoukai?
5. How many Saibaimen did Nappa plant?
6. How long should it have taken to get to Namek from Earth?
7. In the anime, what character from Dragon Ball Z's past makes a "leaping" cameo around the start of the 25th Tenkaichi Budoukai?
8. Under what condition can someone keep their real body in the after-life?
9. What appears on the spine of the final Japanese Dragon Ball comics?
10. Who does Akira Toriyama feel was the first truly evil and ruthless villain??

## Extra Credit:

The artists made a mistake in the anime when Gohan kills the Cell Juniors. What is it?

### Your Power Level:

- 0 Correct Answers- Power Level .001! You're only as strong as Master Roshi's Sea Turtle!
- 1-3 Correct Answers- Power Level 10! Not bad, you're as strong as Goku was when Dragon Ball started. Keep working hard!
- 4-6 Correct Answers- Power Level 408! Whoah! You're as strong as Piccolo was when Dragon Ball Z started!
- 7-9 Correct Answers- Power Level 4,000! Aah! You're as powerful as Nappa! Don't hurt me, I'm just an old man!
- 10 Correct Answers- Power Level 15,000,000!! Unbelievable! You're a Super Saiyan! Good work, you've made your master proud!
- 11 Correct Answers- Power Level Uncountable!!! Amazing! You're beyond Super Saiyan! You're a Dragon Ball Z master!







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# Buu Who??

## THE GOOD, THE BAD & THE CIRCUITRY:

### Majin Buu-

He's big, he's bad and he's pink. What makes Majin Buu the deadliest enemy of all time? Why is he so weird? And how many different forms does he have?? Fear not Dragon Ball fans! This perplexing character is so complex, we're going to devote all of this month's Z-Files to him! But before we go too deep, let's start with the basics.

The magician Bibidi created Majin Buu at around 5 million years BC. (Remember, Dragon Ball doesn't take place on our Earth, just one like it) Bibidi created Majin Buu to be used as a magical weapon of mass destruction. In fact if you look at the Japanese characters that make up "majin" (ma and jin) it translates roughly to Dark Magical Being. The Buu originally created by Bibidi was about the size of a five-year old. Despite his diminutive size, Buu packed a powerful punch and could destroy entire planets in a second. Unfortunately, Buu was also difficult to control. He was seriously lacking in the loyalty department and almost killed Bibidi on several occasions. However, all of this changed when Bibidi took Buu to challenge the gods themselves. Buu took on the four Supreme Kais all by himself, killing two of them with ease. He absorbed the strongest Supreme Kai and became very stout and muscular, but finally the Great Supreme Kai stopped Buu, (well at least calmed him down a bit), when he was absorbed. Buu absorbed enough of his personality so that instead of being insane, Buu was reduced to acting like a child. Majin Buu also took the appearance of the Great Supreme Kai; this is why he appears so rotund and wears a cape. This final act by Great Supreme Kai saved East Supreme Kai's life, and he remained the only living Supreme Kai. At his current state, Bibidi found that he could control Majin Buu to some degree, and this proved a great advantage to Bibidi, he was so ecstatic that he totally forgot about East Supreme Kai and left him still alive.

All good things must come to an end; such was Bibidi's creation. Although the reason is never fully explained, Majin Buu was sealed in a capsule-like egg by Bibidi and was sent into space. Years later, the Egg was discovered by Babidi, the son of Bibidi, and he began gathering energy to awaken Majin Buu. To make a long story short, when the egg capsule was opened, Buu appeared and shocked everyone but Supreme Kai with his childlike appearance. Sometime later, when Majin Buu starts to become friends with Mr. Satan and essentially a "good-guy", his anger is peaked by two sick humans that are gunning down people for fun. His anger causes him to blow off steam by...blowing off steam! Unfortunately, this is where the real trouble begins. The steam that Buu blows off begins to take form and eventually becomes Pure Evil Buu, (commonly referred to as Old Buu). Pure Evil Buu is a shriveled old form of Majin Buu. He is exactly what his name infers, all of Buu's evil condensed into a tangible form. He and Majin Buu do battle for a few minutes when finally Majin Buu is turned into chocolate candy by his own attack and devoured by Pure Evil Buu. This causes Pure Evil Buu to transform into Evil Buu (commonly referred to as Super Buu).

Evil Buu shows some signs of intelligence but is still borderline child-like. However instead of acting like a hungry baby, he's subject to tantrums....dangerous ones. This Buu does battle with Gotenks and Gohan before absorbing both of them and Piccolo! Absorbing Gotenks changes his body again slightly and he gains access to Gotenks' moves, while absorbing Piccolo makes him very intelligent. The transition that takes place in the Japanese version is spectacular as one minute he's screaming and screeching, and the next he's taunting opponents like Frieza and having conversations with them. After absorbing Gohan, his body

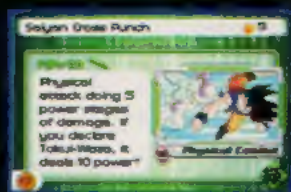




# Deal, Draw, Conquer

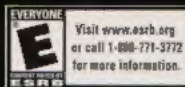


A full-page illustration of Trunks from Dragon Ball Z. He is shown from the waist up, wearing his signature purple jacket and black pants with a red and white belt. He has his characteristic spiky purple hair and a determined, slightly angry expression. He is holding a large box of the 'Dragon Ball Z Collectible Card Game' in front of him with both hands. The box is purple and features an image of Trunks holding a sword. Text on the box includes 'GAME BOY ADVANCE', 'DAILY FOR', 'Dragon Ball Z', 'Collectible Card Game', 'Powerful Promo Card Inside!', 'EVERYONE E', and '100 CARDS'. A sword is visible in the background on the left side. The background is a teal color with white motion lines.



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The Toys 'R' Us logo, featuring the words "TOYS 'R' US" in a colorful, stylized font. The letter "R" is replaced by a blue star with a yellow outline. The letters are in various colors: "T" is orange, "O" is green, "Y" is pink, "S" is blue, "'R'" is yellow, and "U" is green. The logo is set against a dark background.



# UNEARTHING THE DATA OF DRAGON BALL Z CHARACTERS



changes again, resembling Gohan's outfit. At this time, Buu has access to Gohan, Gotenks and Piccolo's moves. However, these various forms of Buu are not given separate names, and should all be considered Evil Buu.

After some more fighting and rather unbelievable circumstances, the fight moves to inside Buu's organs! While fumbling around inside his body, Vegeta and Goku stumble upon Goten, Trunks, Piccolo and Gohan, all encased in cysts. One by one they tear out each person, causing Buu to change back into his normal Evil Buu form. Buu then moves, inside himself (hey, he's magic, anything is possible), and tries to defeat Goku and Vegeta. On the brink of a disaster, Vegeta spots the fat Majin Buu encapsulated in a cyst off to the side. He grabs the cyst and threatens to tear it out. This stops Buu dead in his tracks and he pleads Vegeta not to tear it out. Since when has Vegeta listened to pleas? Tearing out fat Buu causes Evil Buu to go insane. Meanwhile, Goku and Vegeta take advantage of the situation and get out of Buu's body, taking all their friends with them, but leaving fat Buu behind. This turn of events causes a full circle and Buu is finally reduced to Original Buu (commonly referred to as Kid Buu). Being back in this state is the most dangerous and powerful as earlier mentioned. Supreme Kai mentions that not only is Buu completely insane now, but his full powers have returned since having emotions caused him to lock away some of his power.

The final battle with Original Buu transpires on Supreme Kai's planet. During the fight, Buu gets an odd feeling and spits something out. It's Fat Buu! Giving Vegeta and Goku time to come up with a plan, Majin Buu fights Original Majin Buu, (which causes a lot of buubuuus....sorry bad joke). Just before completely destroying Buu, Goku expresses his desire to do battle with Buu again, maybe if he was reincarnated as a good person. Well Goku, looks like Enma was listening that day! At the 28th Tenkaichi Budoukai Tournament, a contestant named Uub shows up. He's only a young boy from a small poor village, but somehow he managed to make it into the tournament! I'm sure you can guess who that boy is and if you're having a hard time, take the letters of Uub's name, rearrange them in reverse, put em' together and what have you got? Bibidi, Babidi .... well, you get the idea.



## Race: Majin

Age: Over 5 million years

Best Friend: Mr. Satan

Family: None really, he was created from scratch.

Signature Moves:

Change Beam- Buu changes someone into a type of food.

Uden Buri Kougeki- Original Buu rips off his arm and uses it to attack someone.

Ekishou Ka- A gruesome attack Evil Buu performs. He liquefies his body and shoves himself down his opponent's throat, then expands, blowing up his unfortunate victim.

Healing Power- Buu uses his forelock to heal someone near death.

Jinruizetsumetzu Kougeki "Human Special Genocide Attack"- The most deadly attack ever unleashed in all of Dragon Ball. Evil Buu raises one hand above his head and unleashes as many blasts as there are humans living on the planet. Each blast targets a specific human and kills them. Almost every single human on the planet is killed by this attack.

And many many many more! Buu has access to and uses more techniques than almost anyone in the entire series. He is second only to Goku. ★





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Now find the magic near you! Go to [wizards.com/HarryPotter](http://wizards.com/HarryPotter) to find the league store nearest you. And see how you did on this puzzle while you're there!



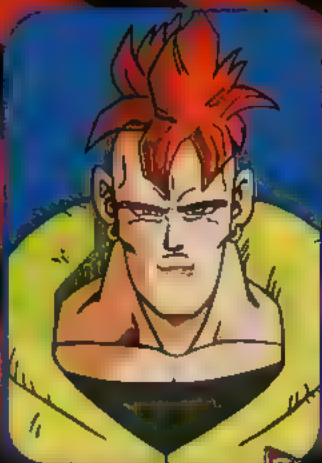
# THE WHO'S WHO GUIDE TO CHARACTERS



**ANDROID 16**  
The man of Men



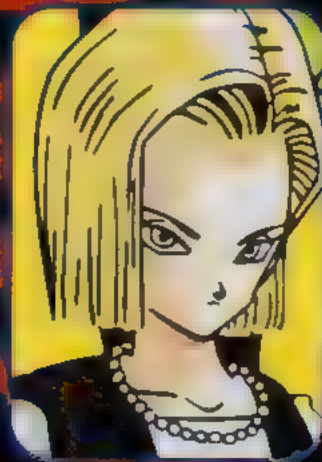
**ANDROID 17**  
Killed by Vegeta



**ANDROID 18**  
A lover of the



**ANDROID 19**  
His sister is Android



**ANDROID 20**  
She marries Krillin



**ANDROID 21**  
Vegeta kills him



**ANDROID 22**  
He has Dr.Gero's



**BABA**  
He's Feski's slave



**BABIDI**  
He resurrects Majin Buu



# DRAGON BALL Z<sup>®</sup>

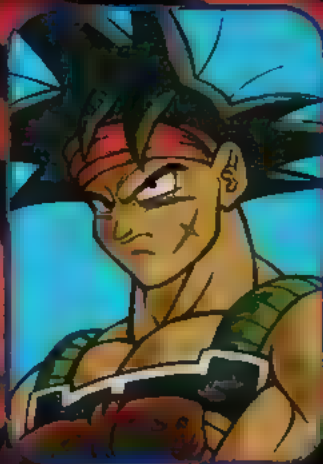
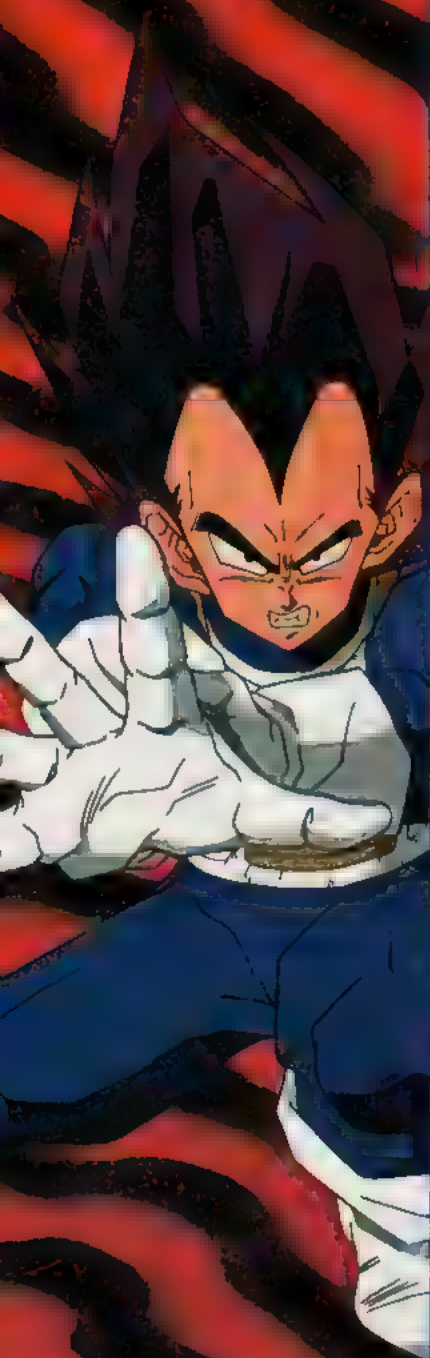
Collectible Card Game



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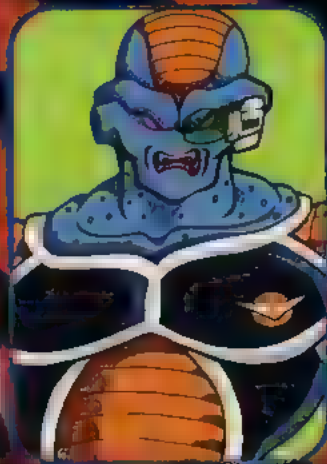




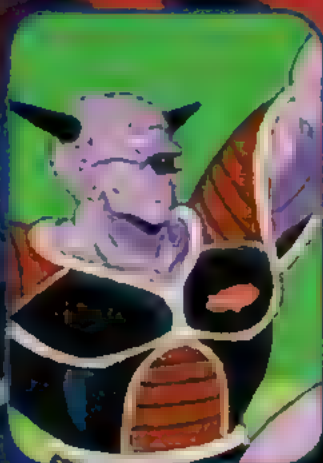
**BARDOCK**  
Goku's father



**BULMA**  
Married to Vegeta



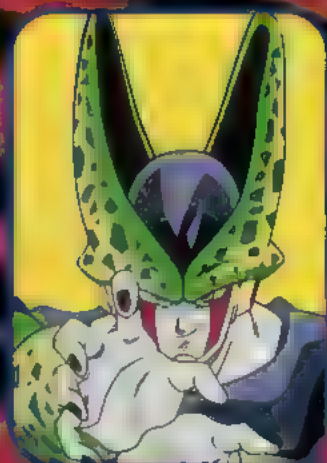
**BURTER**  
The speedy Ginyu Force guy



**CAPTAIN GINYU**  
Leader of the Ginyu Force



**CATERPY**  
Fought Goku in the  
tournament



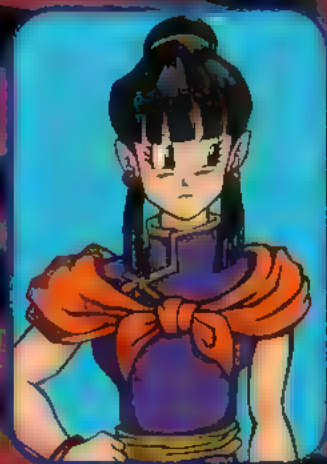
**CELL**  
Dr. Gero's creation



**CELL JR.**  
A little copy of Cell



**CHAPUCHAI**  
Lost to Olibu in the  
tournaments



**CHI CHI**  
Wife of Vegeta



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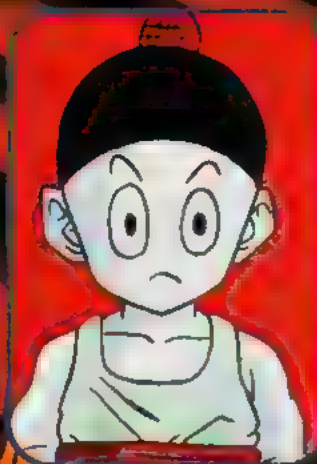


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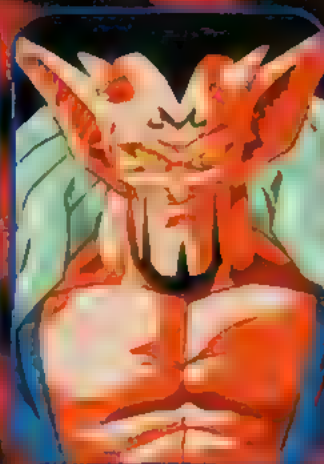




**CHIAOTZU**  
Tien's good friend



**COOLER**  
Frieza's brother



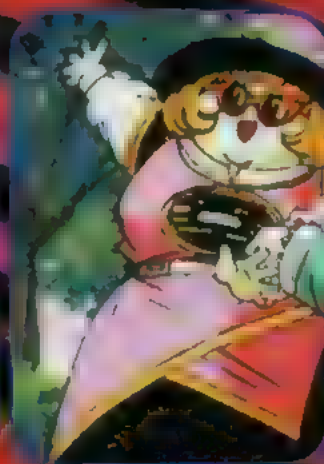
**DABURA**  
Changes enemies into stone



**DENDE**  
The 7th Planet's head



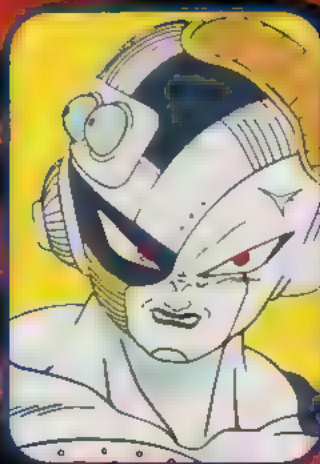
**DR. BRIEF**  
Founder of Capsule Corp.



**EAST KAI**  
The only female ruling Kai



**ETERNAL DRAGON**  
a.k.a. Shenron, Earth's Dragon



**FRIEZA**  
Shenron's 1st form



**GARLIC JR.**  
Evil and Wingon's boss dwarf





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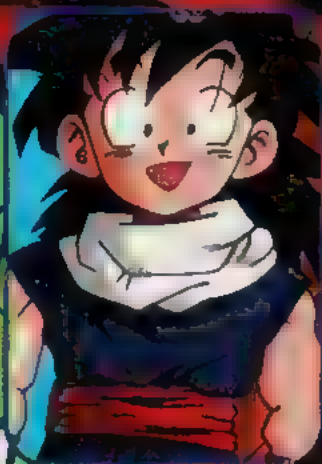
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**GOHAN**

The son of G



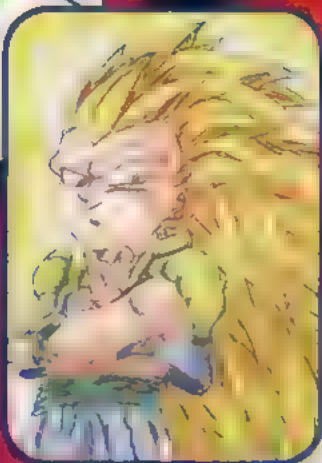
**GOKU**

The main character of DBZ



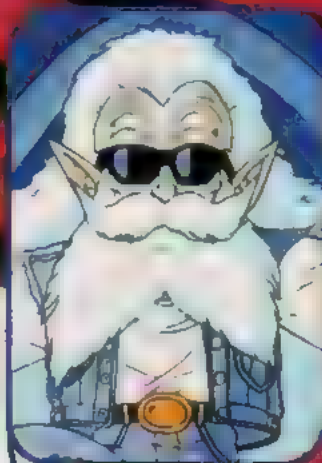
**GO TEN**

His little friend in Trunks



**GO TENKS**

A fusion of Gohan and Trunks



**GRAND KAI**

He rules over the four Kai's



**GREGORY**

King Kai's chicken



**GULDO**

A great wing with fast



**GURU**

A mind-reading



**MERCULE**

a.k.a. World Champion  
Mr. Satan



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## BOHROK SWARM

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BOHROK SWARM DECKS**

## TRADING CARD GAME

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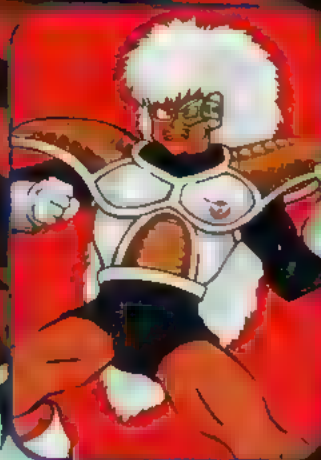
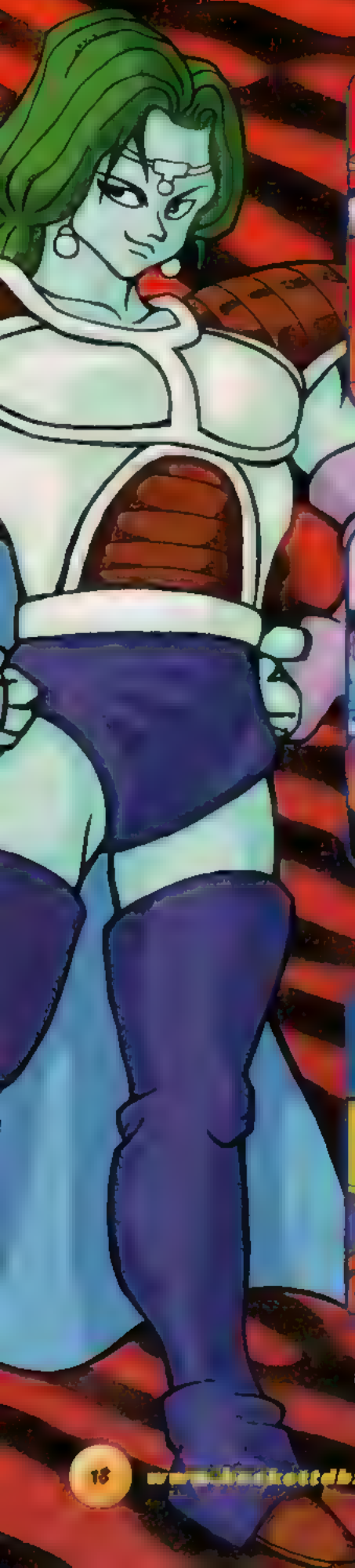
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**JEICE**  
Member of the Red Ribbon Army  
Fierce



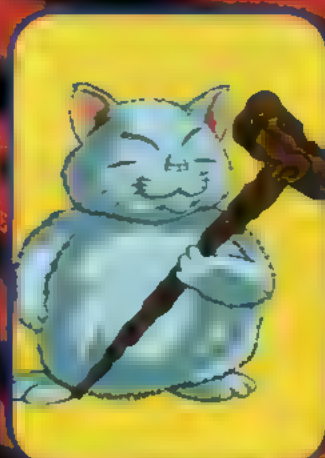
**KAMI**  
The Guardian of the Earth with Piccolo



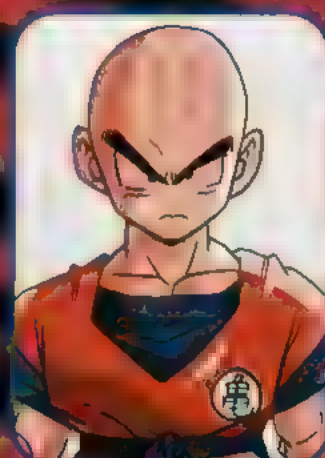
**KING COLD**  
Father of Frieza



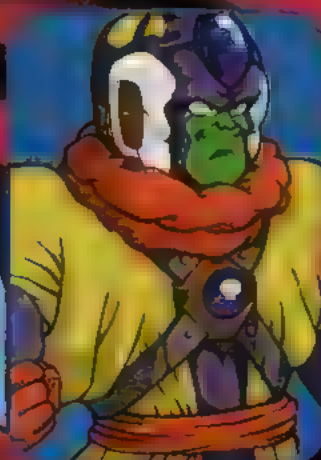
**KING KAI**  
Teaches Goku to gather energy



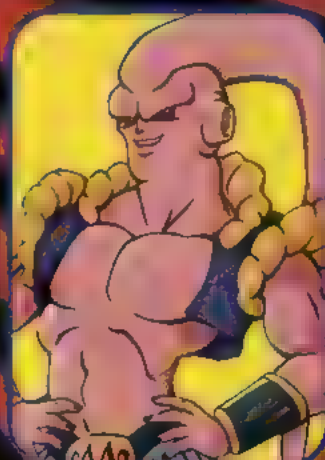
**MORIN**  
A helpful jolly master



**KRILLIN**  
A close friend to Goku



**LORD SLOG**  
Empowered by the Dragon Balls



**MAJIN BUU**  
p.k.a. Evil Dragon Ball Super Buu



**MASTER ROSHI**  
He trained Goku and Vegeta





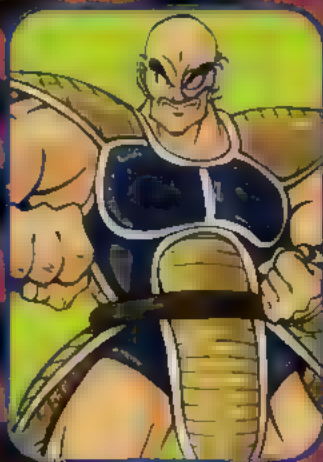
**MR. POPO**

Kami's faithful servant



**NAIL**

Guru's personal guardian



**NAPPA**

A Super Elite Saiyan soldier



**OOLONG**

A shape-shifting pig



**PUAR**

Chi Chi's father



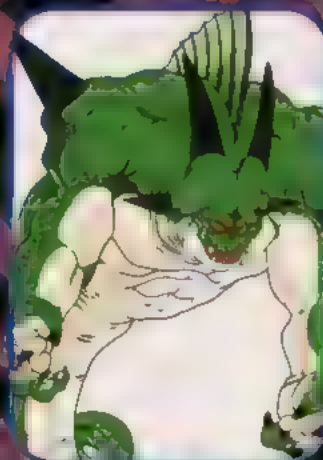
**PICCOLO**

Helps Gohan release hidden power



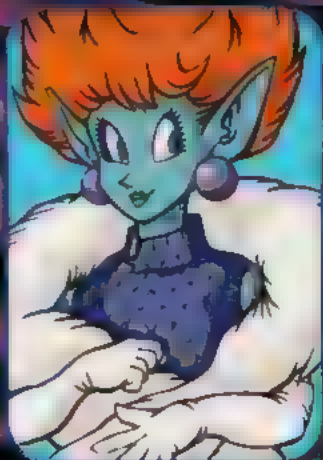
**PIKKON**

A great and honorable warrior



**PORUNGA**

The Namekian Dragon



**PRINCESS SNAKE**

Otherworld Beauty Contest Winner

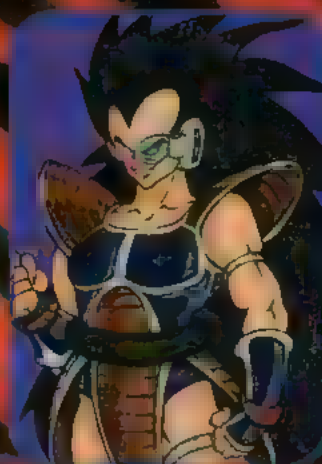






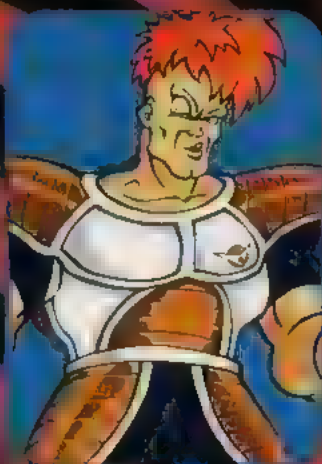
**PUAR**

Gocha's helper



**RADITZ**

Goku's brother



**NAPPA**

Second strongest Saiyan member



**PICCOLLO**

kill Yamcha



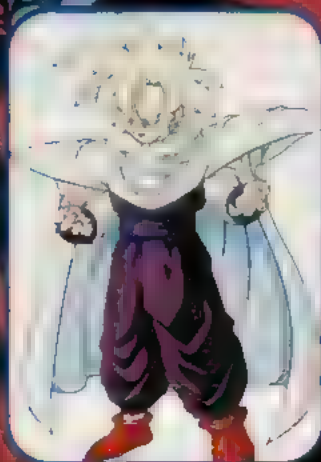
**BEERUS**

Peaceful ruler of South Quadrant



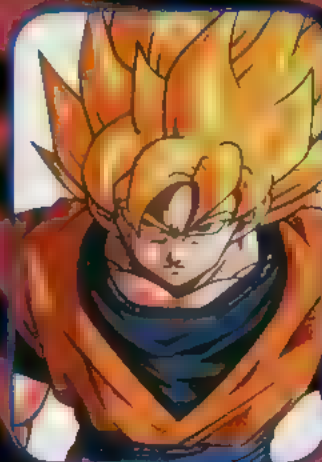
**BEIBEIBE**

He enters Vegeta's body in GT



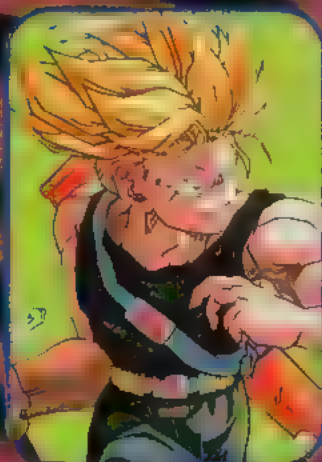
**SUPER SAIYAN 1 GOKU**

The first to reach S.S. stage 2



**SUPER SAIYAN 2 GOKU**

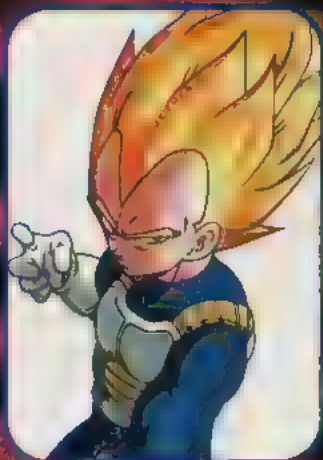
Man the Kamehameha attack



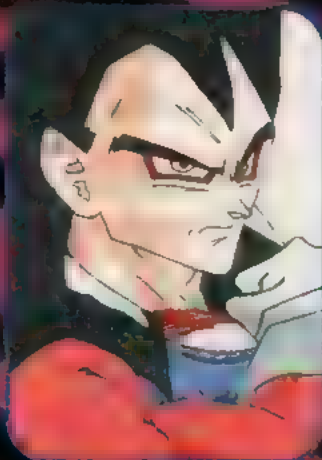
**SUPER SAIYAN 3 TRUNKS**

Defeats Frieza and King Cold

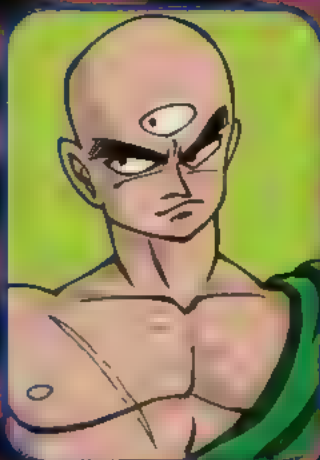




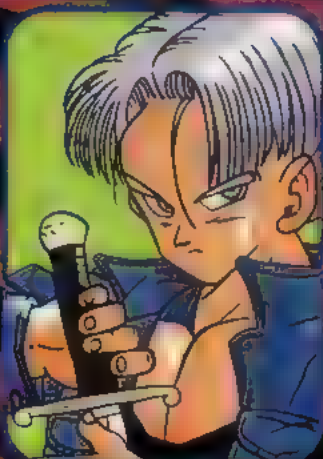
**SUPER SAIYAN VEGETA**  
Unbreakable power levels



**SUPER SAIYAN 4 VEGETA**  
Vegeta form 4-5-4 in DBGT



**TIEN**  
Second tower soldier



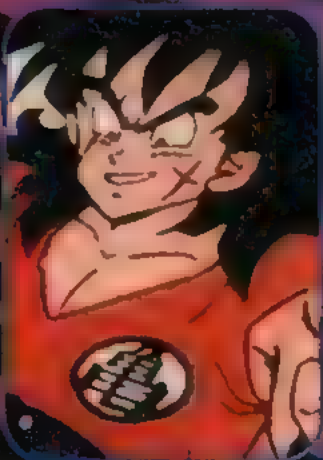
**TRUNKS**  
Goku and Bulma's son



**VEGETA**  
He's a Saiyan Prince



**YAJIROBE**  
Lizard looking warrior monk



**YAMCHA**  
Goku's friend who loves a cat



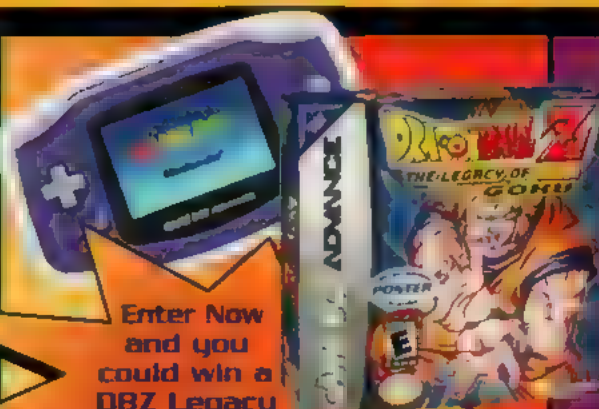
**ZARBON**  
Frieza's right hand man





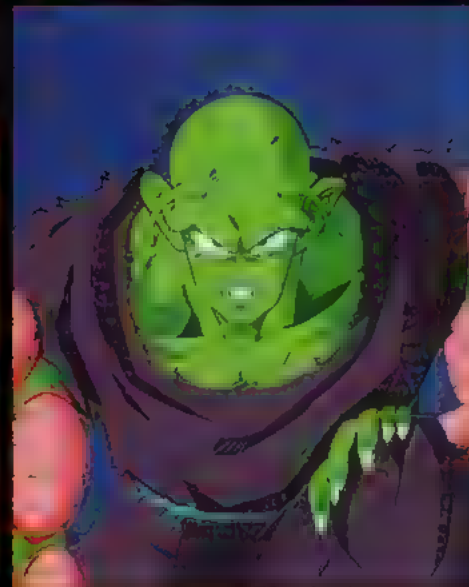
# ARE YOU FOR REAL?!

Calling all DBZ detectives! There are crafty clones creeping into the world of Dragon Ball Z. See if you can ID them. Take a look at the characters pictured below, then on the form, circle "real" if it shows a real DBZ character or "bogus" if there's something not quite right.



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2. TRUNKS: REAL/BOGUS

3. PICCOLO: REAL/BOGUS

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City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Phone (\_\_\_\_) \_\_\_\_\_ E-mail \_\_\_\_\_

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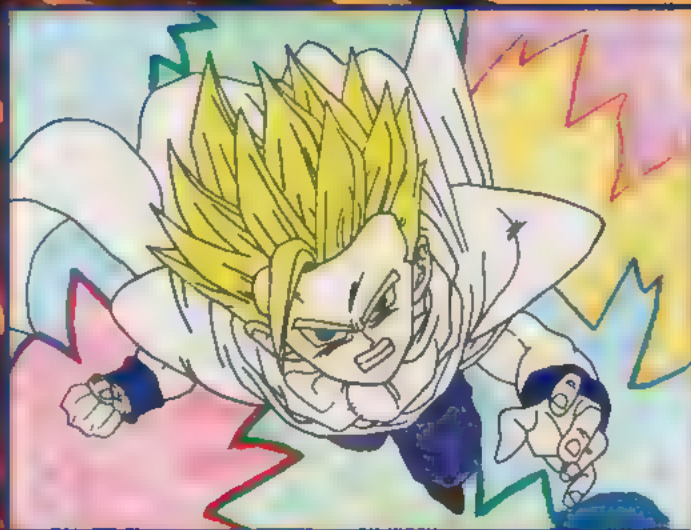
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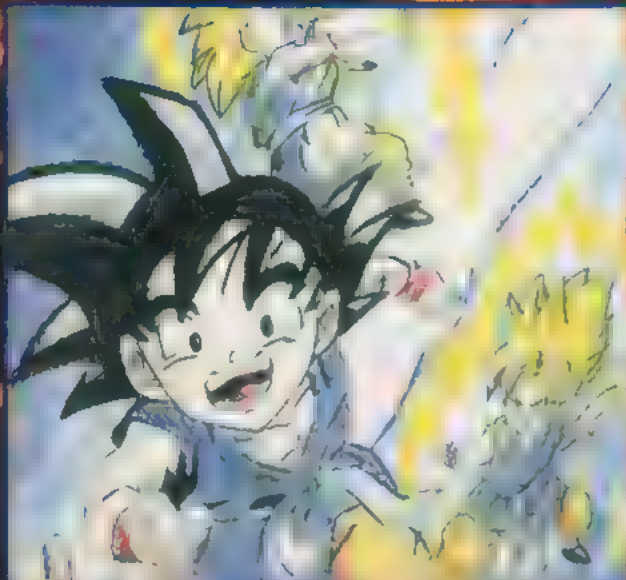
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# DBZ ART GALLERY



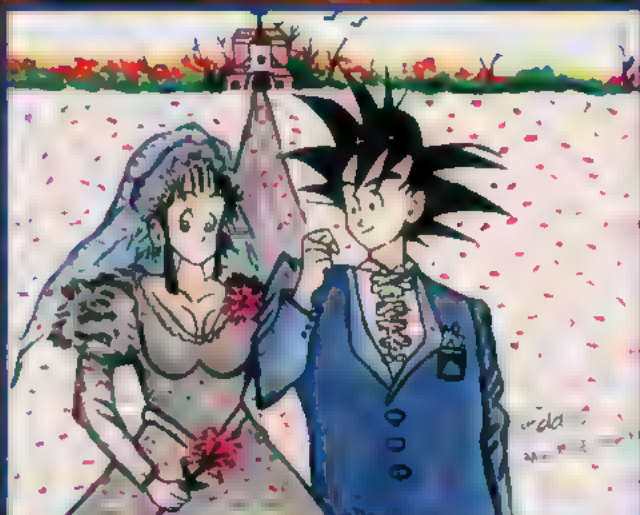
Karina  
Montreal, Quebec, Canada



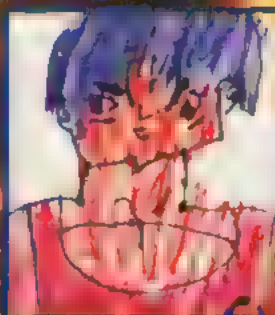
Dylan, 13  
Plantation, FL



Robbie, 10  
Gurgaw, NC



Cuong, 35  
Grand Rapids, MI



Ryan, 7  
Carrollton, TX



James, 8  
Dallas, TX

## Attention DBZ Fans!

Do you like to draw DBZ Characters? If you do, send us your best picture. Include your name, age, city and state on the back of the art. Send to *Beckett Dragon Ball Z Collector*, Attn: Art Gallery, P.O. Box 797683, Dallas, TX 75379 (All artwork submitted will not be returned)

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# Exclusive Interview

## 20 Questions with

# Jeff Amano

Expert advice from DBZ  
Cover artist

By Doug Kale and Mark B...

**D**ue to the request of the fans, we decided to bring you into the wonderful world of Beckett Dragon Ball Z Collector cover artist, Jeff Amano. We receive so many art questions each month that we felt it was time to bring in our resident expert and answer some of your questions as well as some of our own. We would like to thank Jeff for taking time out of his busy schedule to sit down and answer our questions. And, we'd also like to thank him for all of the great pieces of art he shares with us each month. Here's what "The Master Artist" had to say:



**Beckett DBZ:** At what age did you first take an interest in drawing?

**Jeff:** I vividly remember doing sketches from my mother's womb. The lighting was terrible and I have these recurring nightmares of inside-out navel drawings. No, REALLY, I really can't remember a time when I WASN'T drawing. The Honolulu Art Academy saw my painting in kindergarten and gave me a scholarship. My mom is an artist and she taught me about drawing and shading at a very early age. In fact, she had me painting



with oils when I was 8 and we started painting murals together before I finished grade school.

**Beckett DBZ:** What type of art training do you have?

**Jeff:** Well, other than the academy when I was five, I graduated from N. Arizona University in Fine Arts with an emphasis in illustration. I went to the Disney Institute to study animation a couple of times which included learning the "Mulan" style of character design, layout, animation and concept art. But the biggest teachers for me were comic books. For hours on end, I copied panel after panel of Gene Colan, Jack Kirby and John Buscema. I also watched a ton of cartoons like Space Ghost, Astro Boy, Gigantor, and Speed Racer.



**Beckett DBZ:** How did you get started in drawing art professionally?

**Jeff:** Drawing PROFESSIONALLY? You mean, like getting paid for drawing? You mean, I'm supposed to get paid for this? Geez, get me my agent....! Like I said, I started painting for pay early on in life - oops, is the IRS gonna see this?

**Beckett DBZ:** What type of materials do you use to create your art?

**Jeff:** Back in the 70's, it was either pen & inks or airbrushing. In the last few years, I've been doing a lot of computer painting and CGI 3D. But everything begins with the pencil.



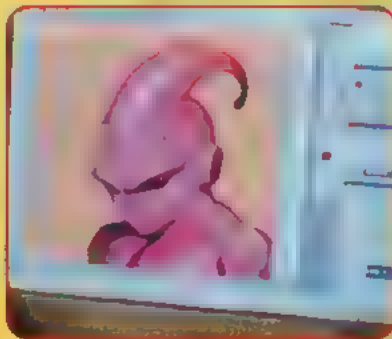
Beckett DBZ: What are some of your accomplishments?

Jeff: I married really well. My wife is awesome in every category, — beautiful, smart, fun ... I feel like such a success just walking around holding her hand!!!

Beckett DBZ: What would you recommend to someone just getting started in art?

Jeff: Quit now!!! Get a real job! No, just kidding, I used to hear that all the time and I really haven't hurt for work for the last 20+ years I've been in art professionally. But back to the question which is a question that people ask me all the time and I always say two things. First, draw all the time. Second, draw everything. Fill sketchbooks upon sketchbooks with people, trees, dogs, cars, buildings - everything. And buy cheap sketchbooks because you're going to fill up so many of them that it's going to get expensive. Like

any other skill, mastery takes tons of practice. So... draw, and draw everything. Copy stuff too. Copy my covers, copy the cartoon, copy other cartoons, copy comic books, and copy the masters like Michelangelo - not the ninja turtle - although I've heard that he had a particular culinary penchant for pizza...



Beckett DBZ: In Dragon Ball Z, who is your favorite character and why?

Jeff: Goku, hands down. I like the other characters too, but Goku is the only character that I never see whining. Everybody else whines! I hate whining. I hate it! I hate it! I hate it!!!! Oops, sorry for whining.

Beckett DBZ: Do you have a favorite DBZ episode?

Jeff: You know, even though the later series became grander and grander, there's just something special about the first few episodes. I mean, Goku sacrifices his life, we find out more about where he came

from, it's the turning point for Piccolo to be a good guy and we get to see Gohan make dino-salami. What could be better!!!

Beckett DBZ: Which Beckett Dragon Ball Z Collector cover was the most fun to draw? Is it your favorite cover?

Jeff: Hmmm, tough question. I guess I'd have to say that the Legacy of Goku cover was my fave because I really played with the lighting to get such a dramatic effect on Goku without losing Toriyama's character design. I think it is my fave, though I tend to like dark stuff.



Beckett DBZ: Besides drawing covers for Beckett Dragon Ball Z Collector and Beckett Pokémon/Yu-Gi-Oh Collector, what other projects are you currently working on?

Jeff: My comic book, Gene-Fusion(tm) just came out this month from Beckett Entertainment and I'm working on the second issue. I have another property I'm developing as a comic book series for Beckett plus a martial arts series I'm penciling with comic book great Mike Avon Oeming. To order a copy of Amano's Gene-Fusion see page 31 or 60.

Beckett DBZ: What's a normal day at Beckett for you?

Jeff: Hmmm, another tough question... hmmm, nope. Sorry. Can't think of a single normal day I've had at Beckett in 13+ years.

Beckett DBZ: What do you think about Akira Toriyama's work?

Jeff: He really captured it, didn't he? I don't think I would've appreciated his work as fully as I do if I hadn't been to Disney's Mulan seminar and those years with Astro Boy, Gigantor and Speed Racer. One of the strongest elements in anime/manga art, which Toriyama has captured full



tilt, is the absolute focus on emotional truth and storytelling. The way that he stretches the mouth of screaming Vegeta looks totally right because of the emotional impact that's going on in the story. The soap opera, the mix of comedy and drama, the cartoony design with epic battles, — bey, it's got it all! Gosh, I sound like a commercial.

Beckett DBZ: If you had to choose an artist that influenced you into becoming an artist, who would that be?

Jeff: Other than my mother, I would have to say it was the comic book art of Gene Colan and Jack Kirby. I watched a lot of Disney and anime, but Colan's Daredevil, Captain America and Iron Man as well as Kirby's Fantastic Four and The Mighty Thor — that stuff made me want to draw for a living.

Beckett DBZ: Since your art is different than Toriyama's, tell us about your personal style for drawing DBZ characters.

Jeff: Actually, I have to apologize to DBZ fans all across the country for messing up Toriyama's designs in the first few issues. Issue one was like, almost totally my style and Goku was almost unrecognizable. Finally, by issue four or so, I started melding both styles to get what we see now — my attempt to bring Toriyama's designs into the real world with real lighting and real textures in a real space.

Beckett DBZ: How many days does it take to design a cover (from concept to the finished product)?

Jeff: It takes weeks upon weeks! I really work hard! Okay, everybody feel sorry for me. Hey, stop it! I hate whining! Well, it all depends. The character design is relatively simple, and the execution of extreme foreshortening which I often do and then the rendering can be tedious, but the hardest part is the beginning concept. Coming up with something that will both grab a fan's attention

immediately but also be interesting enough to hold their attention once they see it is not as easy as it sounds. I would love to just do scenes from the shows, but that wouldn't be good marketing.

Beckett DBZ: Are there any other interesting Amano-created items out there that fans might not know about?

Jeff: Well, I made a really cool ashtray that looked like a fish head in first grade. Or there was the time I drew this cool assemblage of anime and comic book characters on my desk in Algebra class. Ob-kay, um, well, I did a book called TAOLAND back in 1995 and 1996. I would love to revisit that world again, but alas, there just hasn't been any time.

Beckett DBZ: Other than DBZ what are your other favorite anime shows or movies?

Jeff: There is this new anime (new to the US) a friend of mine turned me on to called FLCL. Very strange storyline, but the art is soooooo cool!

Beckett DBZ: After DBZ, what do you believe will be the next big hit in anime?

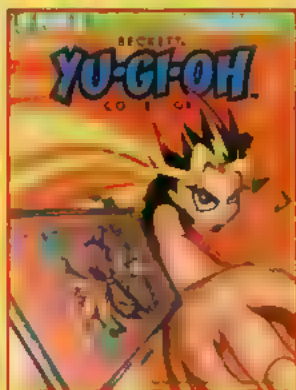
Jeff: I think it could be a toss up between Yu-Gi-Oh and Zoids. I would love to do Zoids covers or a comic book. I haven't done much mecha except for some Digimon pieces. So Zoids or Gundam Wing would be cool.

Beckett DBZ: What's your favorite movie of all time?

Jeff: Man, that's just too tough to answer. You gotta break it down into categories, like fave comedy, fave anime, fave drama, fave action, ... you know? Favorite animated movie for me is still MULAN, favorite anime is still AKIRA.

Beckett DBZ: What's your favorite food?

Jeff: Elmer's Glue. Just kidding, boogers are just as good and more salty. No really, I guess it would be sushi. Which is not as slimey as boogers but far more nutritious. ★





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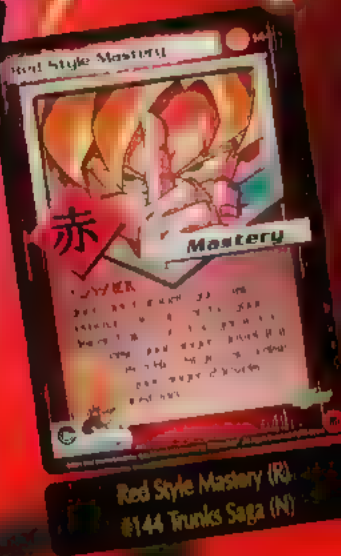
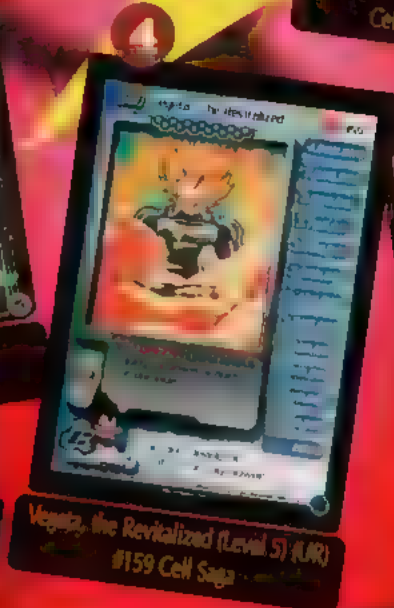
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# TOP 10 TOYS

Here's a list of the hottest Dragon Ball toys and a short list of where you might find them.



Super Battle Collection Vol. 10 Super Saiyan Broly (Auction Web Sites such as Ebay.com or Yahoo.com or Local Anime Stores and Comic Shops)



Super Battle Collection Vol. 42 Super Saiyan Gogeta 4 (Auction Web Sites such as Ebay.com or Yahoo.com or Local Anime Stores and Comic Shops)



Twin Satas Trunks (Auction Web Sites such as Ebay.com or Yahoo.com or Local Anime Stores and Comic Shops)



Super Battle Collection Vol. 41 Super Saiyan Vegeta 4 (Auction Web Sites such as Ebay.com or Yahoo.com or Local Anime Stores and Comic Shops)





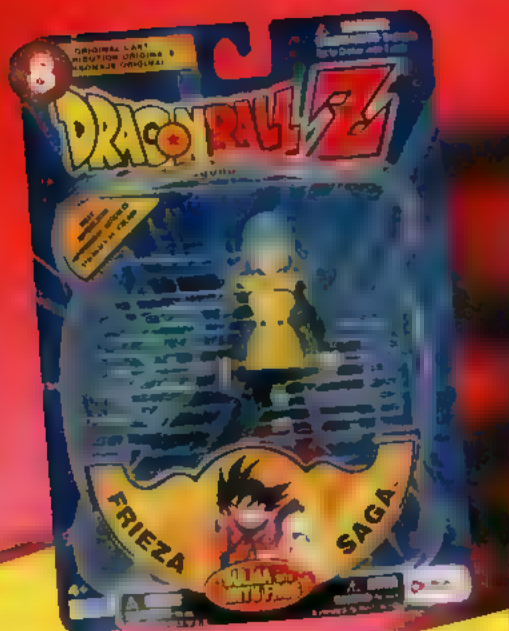
Irwin Series 12 Super Saiyan Goku (Auction Web Sites such as Ebay.com or Yahoo.com or Local Anime Stores and Comic Shops)



1997 Irwin Series 7 Broly (Auction Web Sites such as Ebay.com or Yahoo.com or Local Anime Stores and Comic Shops)



IF Labs Movie Collection Cooler (Local Retail Stores such as Wal-Mart, K-Mart, K-B Toy, Toys-R-Us)



Irwin Series 1 Bulma with Ginyu Frog (Auction Web Sites such as Ebay.com or Yahoo.com or Local Anime Stores and Comic Shops)

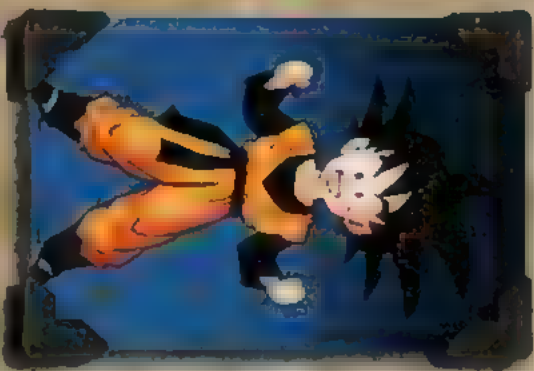


Irwin Series 7 Majin Vegeta (Enron) (Local Retail Stores such as Wal-Mart, K-Mart, K-B Toy, Toys-R-Us)



Bandai Blasting Energy Vegeta (Auction Web Sites such as Ebay.com or Yahoo.com or Local Anime Stores and Comic Shops)





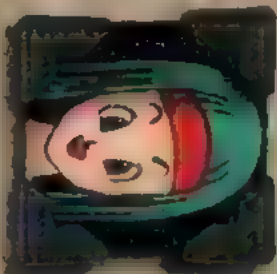
Goku



Raditz



SS Goku



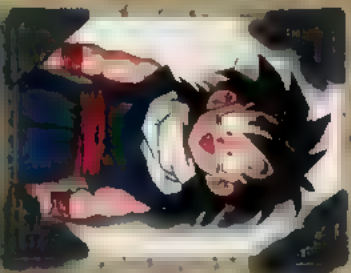
Bulma



ChiChi



Yamcha



Gohan

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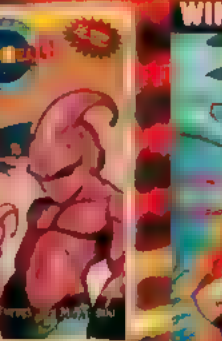
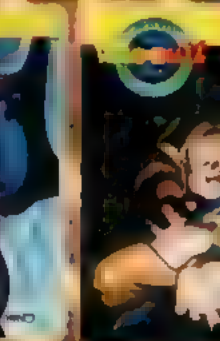
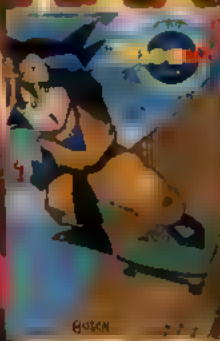
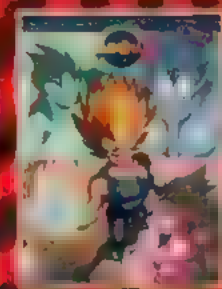
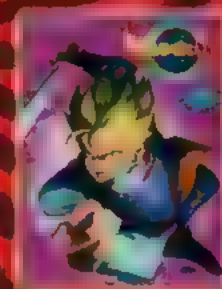
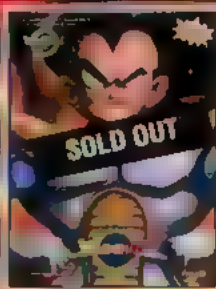
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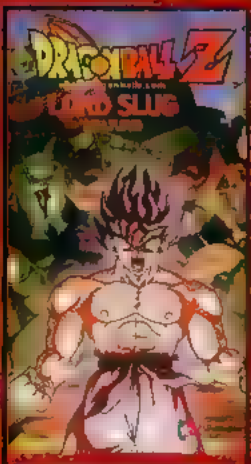
Fusion-Evil Buu



Fusion-Losing Battle



Fusion-Play for Time

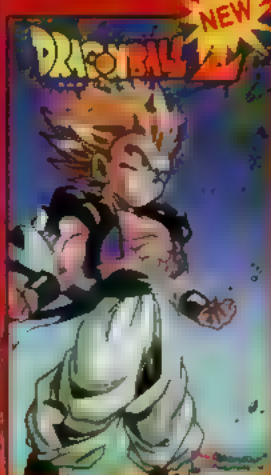


Defiance



Hero's Farewell

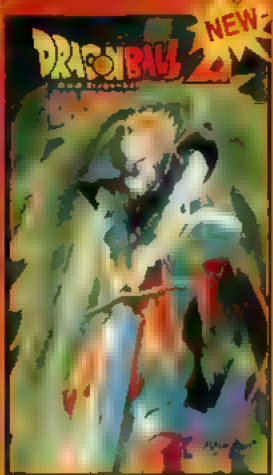
## MAJIN BUU SAGA



Emergence



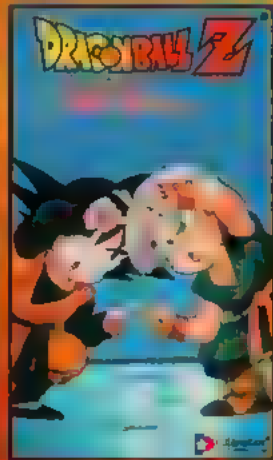
Revival



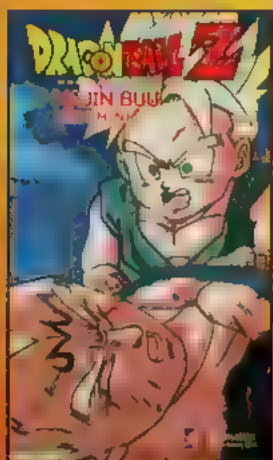
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DBZ20

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# An interview with the World's Best DBZ CCG player!

For this month's column, I have a real treat for all of you DBZ gamers out there. I got a rare opportunity to interview the World's Best Dragon Ball Z Collectible Card Game player, Brian Valdez. I asked him questions that will not only improve your game-play, but help you in deck construction as well. In my brief talk with Brian, I was able to ask some of the questions that have been bugging both the DBZ CCG community and myself. Let's get to it!

## Interview:

**DBZ: How did you become known as "The World's Best?"**

**Valdez:** I started playing the CCG in the summer of 1995.

released actually. I was a major fan of Dragon Ball Z and Magic: The Gathering at the time, but I

always wished I had been introduced to the two earlier. So when I

heard Score was coming out with a Dragon Ball Z card game I

immediately started digging for more info. I had a great time

playing the DBZ Ani-Mayhem game so I thought this would be

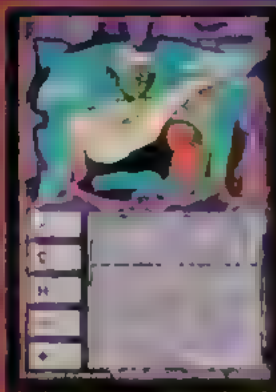
fun, I had no idea the Dragon Ball Z Card Game would become such

a huge hit. I still laugh at the fact that I would go to my local store

and ask if they had received the first shipment yet, and this was

approx. two months before the game was even released. When the game was finally out in

the stores, I immediately rushed out and spent all I could on the game.



**DBZ: How did you become known as "The World's Best?"**

**Valdez:** I wouldn't consider myself the best DBZ CCG player in the game today. Giving somebody the title of

"World's Best" is based purely on biased opinions. There will be people who judge being the "World's Best" as the person

who won at the World Championships, while others will base it on how consistent a player has been or how much he has

influenced the game. There are so many variables that there is no way you can accurately measure who the best player is, so

my aim is to give less that, mainly because it will cause me nothing more than a headache. I feel like I am the most up-to-date

player though. I believe my skill, style, personality, and use of strategy, gives me a major advantage against any person

matched up against me, but it is in no way guarantees a victory. I am aware of the fact, no matter what, I may lose any game, but I also keep in mind that I may win any game. I

never count myself one and I never count my opponent out. I have a clean knowledge and a passion to win that

is what makes me the best. I am not a person who is easily

and often, he doesn't let his opponent know what he is doing. He makes mistakes, and don't let them happen again.

**DBZ: How much time do you spend on the game?**

**Valdez:** Everyday I spend time doing strategy with other players. I don't play nearly as much as I once did, instead I

get feedback from other players on how their decks are doing and work off of that. I also like taking time to look at decks

lets and try to see if I can predict how the deck will play. Looking at deck lists also gives me a chance to see what other

players are thinking and where they are at strategy wise. So far it has worked amazingly well, better than I had imagined. I

put more effort in discovering strategy than anything else. I've

played thousands of games, so I think I know what works and what doesn't. So I guess you could say DBZ is a daily

activity for me. So next time you see me daydreaming, it would be a safe bet to say I was thinking DBZ CCG.

**DBZ: How did you come up with your deck?**

**Valdez:** The game designers at Score wanted Cell Games to totally change the tournament environment. I have to say

they succeeded. Cell Games created some very interesting decks

well as bring back some forgotten ones. Cell Games has made tournament preparation all that much

more important. If you want to win, many things must be taken into account, such as the styles

and main personalities being used. A couple of decks I had made in Cell Saga would be totally

dominated by some of the tech that has been introduced. Just the mention of the Common Gohan's

Kick makes me shudder. Knowing that your opponent is

playing with that card can be quite intimidating.

**DBZ: What is your opinion of the Cosmic Backlash?**

**Valdez:** Cosmic Backlash was Dragon's Unity, which worried me much. Cosmic Backlash can be as dangerous to

the user as it is to the opponent. Decks based off of just one card are usually weak against many decks. Cosmic Backlash

decks will have a huge mechanical advantage at the moment.





played styles, the Blue style. Just knowing this will be enough to stop players from using and/or basing decks around Backlash. Dragon's Victory is a different story though; Dragon's Victory should make it into a mid-high tier tourney deck. Dragon's Victory becomes wasted space against an opponent who has the tools to defend against it or the knowledge on how to play around it. I like the idea that these cards will appeal to the newer players and introduce some new opponents for me to have some classic clashes with.

**BDBZ:** Any there any new strategies you are working on that you can tell us about?

**Valdez:** I'm working on quite a number of things actually; I don't have anything solid at the moment though. Basically, I'm messing with new ways to disrupt the opponent's strategy and direct counters to strategies. This will enable me to find ways to fit as much tech in a deck as I can while still having enough room to use a strategy of my own. I am a strong believer that, most of the fun of a good game is finding new ways to not spoil all the fun!

**BDBZ:** What style deck are you best with?

**Valdez:** I would have to say a control deck or some variation. Right now, the Blue and Black styles have allowed me the most flexibility when trying for control. Orange is great as well, but its main control source comes from drills. The reason for this problem is that drills have become easier to handle than they once were. Blue gives me great control over what I draw with my deck and will allow me to block at least one attack per turn, even if I have no defense in hand. Over a course of a game, the amount of blocked attacks with CS Blue Mastery starts to accumulate, which proves to be a big factor in who wins the game. Black is somewhat the opposite of blue. Black enables a player to have great control of the opponent's deck instead of his or her own. This makes it much harder for a player to get their strategy working and also destroys any decks that rely on 1 or 2 cards to win the game. Right now though, I would say Blue allows the best all around form of control.

**BDBZ:** What's your favorite character to play with?

**Valdez:** Cell Saga's Android 18 level 1 is one of my favorite main personalities. I love having great control over my own deck. Android 18's power gives way for much more aggressive deck building strategies. She virtually eliminates the weakness of including non-combat in your deck, which



opponent declares combat against you. When you use 18, you are a lot less likely to encounter the bad draws you may have with other personalities. However, Cell Games has made level 1 less viable through the inclusion of cards like Aura Clash. This means you will need a deck that is based off of the first 2 levels and at times, the level 3 will be brought into play. I would have to say it's hard to pick just one main personality. All of the main personalities have distinct advantages and disadvantages; it's all a matter on how you use them.

**BDBZ:** How will you play cards effect your play style?

**Valdez:** The growing number of cards makes playing the game much more important. When the Dragon Ball Z CCG first was introduced, it was possible to create a deck that had a good defense and counter against any deck strategy. Now there is no way to fit a consistent defense into the decks that are out there. You are going to have to learn certain weaknesses in your deck, while making your deck strong against other decks. Each player must find out what type of decks will be played before he or she fully customizes their deck for a tournament. Another effect a big card pool has on the game is deck construction. Decks will start to include cards that have dual and triple purposes in the deck. You may need to defend against Saiyan and Angel decks that rely on physical attacks to raise their anger. In order to help defend against this, I would include 3 Super Saiyan effects. A great majority of Saiyan decks run nearly pure physical, they will be an extremely strong defense and more disadvantageous if they may not perform physical, he will not be able to gain anger from the physical attack.

**BDBZ:** Do you play any card games other than the DBZ CCG?

**Valdez:** I play everything from Magic: The Gathering to Legend of the 5 Rings. Playing these games gives me exposure to new ideas and techniques that I would not see playing Dragon Ball Z CCG by itself. Many of the skills from other card games can be incorporated into Dragon Ball Z. Although I play all these games every now and then, I'm not nationally ranked. Dragon Ball Z is my main game and will remain that way as long as possible.

**BDBZ:** If I have questions about the game, how can I ask you?

**Valdez:** You can always email me at Brian@beckett-dbz.com or work.com. I'm always open to any questions or questions other people may have. ★



# DBZ

## PRICE GUIDE & CHECKLIST

### HOW TO USE

#### What the Columns Mean

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#### BAMING CARDS

##### Price Range

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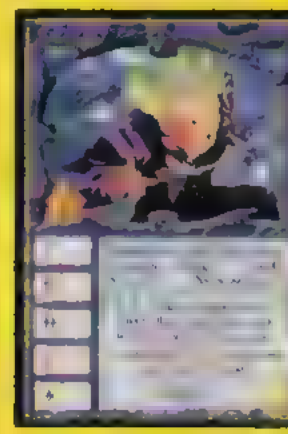
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J15	Gohan (R)	20	1.00
J16	Kami (R)	1.00	5.00
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J18	Kami (Holo) (C)	1.00	2.00
J19	Kami (Holo) (R)	1.00	2.00
J20	Kami (Holo) (C)	1.00	2.00
J21	Kami (Holo) (R)	1.00	2.00
J22	Kami (Holo) (C)	1.00	2.00
J23	Kami (Holo) (R)	1.00	2.00
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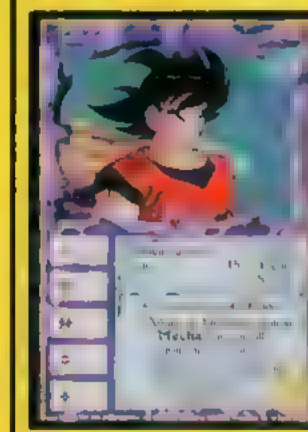
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J62	Kami (Holo) (C)	1.00	2.00
J63	Kami (Holo) (R)	1.00	2.00
J64	Kami (Holo) (C)	1.00	2.00
J65	Kami (Holo) (R)	1.00	2.00
J66	Kami (Holo) (C)	1.00	2.00
J67	Kami (Holo) (R)	1.00	2.00
J68	Kami (Holo) (C)	1.00	2.00
J69	Kami (Holo) (R)	1.00	2.00
J70	Kami (Holo) (C)	1.00	2.00
J71	Kami (Holo) (R)	1.00	2.00
J72	Kami (Holo) (C)	1.00	2.00
J73	Kami (Holo) (R)	1.00	2.00
J74	Kami (Holo) (C)	1.00	2.00
J75	Kami (Holo) (R)	1.00	2.00
J76	Kami (Holo) (C)	1.00	2.00
J77	Kami (Holo) (R)	1.00	2.00
J78	Kami (Holo) (C)	1.00	2.00
J79	Kami (Holo) (R)	1.00	2.00
J80	Kami (Holo) (C)	1.00	2.00



J81	Kami (Holo) (R)	1.00	2.00
J82	Kami (Holo) (C)	1.00	2.00
J83	Kami (Holo) (R)	1.00	2.00
J84	Kami (Holo) (C)	1.00	2.00
J85	Kami (Holo) (R)	1.00	2.00
J86	Kami (Holo) (C)	1.00	2.00
J87	Kami (Holo) (R)	1.00	2.00
J88	Kami (Holo) (C)	1.00	2.00
J89	Kami (Holo) (R)	1.00	2.00
J90	Kami (Holo) (C)	1.00	2.00
J91	Kami (Holo) (R)	1.00	2.00
J92	Kami (Holo) (C)	1.00	2.00
J93	Kami (Holo) (R)	1.00	2.00
J94	Kami (Holo) (C)	1.00	2.00
J95	Kami (Holo) (R)	1.00	2.00
J96	Kami (Holo) (C)	1.00	2.00
J97	Kami (Holo) (R)	1.00	2.00
J98	Kami (Holo) (C)	1.00	2.00
J99	Kami (Holo) (R)	1.00	2.00
J100	Kami (Holo) (C)	1.00	2.00

J101	Kami (Holo) (R)	1.00	2.00
J102	Kami (Holo) (C)	1.00	2.00
J103	Kami (Holo) (R)	1.00	2.00
J104	Kami (Holo) (C)	1.00	2.00
J105	Kami (Holo) (R)	1.00	2.00
J106	Kami (Holo) (C)	1.00	2.00
J107	Kami (Holo) (R)	1.00	2.00
J108	Kami (Holo) (C)	1.00	2.00
J109	Kami (Holo) (R)	1.00	2.00
J110	Kami (Holo) (C)	1.00	2.00
J111	Kami (Holo) (R)	1.00	2.00
J112	Kami (Holo) (C)	1.00	2.00
J113	Kami (Holo) (R)	1.00	2.00
J114	Kami (Holo) (C)	1.00	2.00
J115	Kami (Holo) (R)	1.00	2.00
J116	Kami (Holo) (C)	1.00	2.00
J117	Kami (Holo) (R)	1.00	2.00
J118	Kami (Holo) (C)	1.00	2.00
J119	Kami (Holo) (R)	1.00	2.00
J120	Kami (Holo) (C)	1.00	2.00
J121	Kami (Holo) (R)	1.00	2.00
J122	Kami (Holo) (C)	1.00	2.00
J123	Kami (Holo) (R)	1.00	2.00
J124	Kami (Holo) (C)	1.00	2.00
J125	Kami (Holo) (R)	1.00	2.00
J126	Kami (Holo) (C)	1.00	2.00
J127	Kami (Holo) (R)	1.00	2.00
J128	Kami (Holo) (C)	1.00	2.00
J129	Kami (Holo) (R)	1.00	2.00
J130	Kami (Holo) (C)	1.00	2.00
J131	Kami (Holo) (R)	1.00	2.00
J132	Kami (Holo) (C)	1.00	2.00
J133	Kami (Holo) (R)	1.00	2.00
J134	Kami (Holo) (C)	1.00	2.00
J135	Kami (Holo) (R)	1.00	2.00
J136	Kami (Holo) (C)	1.00	2.00
J137	Kami (Holo) (R)	1.00	2.00
J138	Kami (Holo) (C)	1.00	2.00
J139	Kami (Holo) (R)	1.00	2.00
J140	Kami (Holo) (C)	1.00	2.00

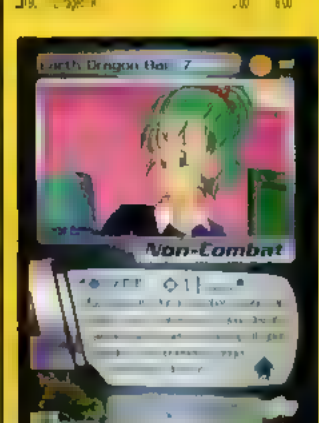
J141	Kami (Holo) (R)	1.00	2.00
J142	Kami (Holo) (C)	1.00	2.00
J143	Kami (Holo) (R)	1.00	2.00
J144	Kami (Holo) (C)	1.00	2.00
J145	Kami (Holo) (R)	1.00	2.00
J146	Kami (Holo) (C)	1.00	2.00
J147	Kami (Holo) (R)	1.00	2.00
J148	Kami (Holo) (C)	1.00	2.00
J149	Kami (Holo) (R)	1.00	2.00
J150	Kami (Holo) (C)	1.00	2.00
J151	Kami (Holo) (R)	1.00	2.00
J152	Kami (Holo) (C)	1.00	2.00
J153	Kami (Holo) (R)	1.00	2.00
J154	Kami (Holo) (C)	1.00	2.00
J155	Kami (Holo) (R)	1.00	2.00
J156	Kami (Holo) (C)	1.00	2.00
J157	Kami (Holo) (R)	1.00	2.00
J158	Kami (Holo) (C)	1.00	2.00
J159	Kami (Holo) (R)	1.00	2.00
J160	Kami (Holo) (C)	1.00	2.00
J161	Kami (Holo) (R)	1.00	2.00
J162	Kami (Holo) (C)	1.00	2.00
J163	Kami (Holo) (R)	1.00	2.00
J164	Kami (Holo) (C)	1.00	2.00
J165	Kami (Holo) (R)	1.00	2.00
J166	Kami (Holo) (C)	1.00	2.00
J167	Kami (Holo) (R)	1.00	2.00
J168	Kami (Holo) (C)	1.00	2.00
J169	Kami (Holo) (R)	1.00	2.00
J170	Kami (Holo) (C)	1.00	2.00
J171	Kami (Holo) (R)	1.00	2.00
J172	Kami (Holo) (C)	1.00	2.00
J173	Kami (Holo) (R)	1.00	2.00
J174	Kami (Holo) (C)	1.00	2.00
J175	Kami (Holo) (R)	1.00	2.00
J176	Kami (Holo) (C)	1.00	2.00
J177	Kami (Holo) (R)	1.00	2.00
J178	Kami (Holo) (C)	1.00	2.00
J179	Kami (Holo) (R)	1.00	2.00
J180	Kami (Holo) (C)	1.00	2.00



J181	Kami (Holo) (R)	1.00	2.00
J182	Kami (Holo) (C)	1.00	2.00
J183	Kami (Holo) (R)	1.00	2.00
J184	Kami (Holo) (C)	1.00	2.00
J185	Kami (Holo) (R)	1.00	2.00
J186	Kami (Holo) (C)	1.00	2.00
J187	Kami (Holo) (R)	1.00	2.00
J188	Kami (Holo) (C)	1.00	2.00
J189	Kami (Holo) (R)	1.00	2.00
J190	Kami (Holo) (C)	1.00	2.00
J191	Kami (Holo) (R)	1.00	2.00
J192	Kami (Holo) (C)	1.00	2.00
J193	Kami (Holo) (R)	1.00	2.00
J194	Kami (Holo) (C)	1.00	2.00
J195	Kami (Holo) (R)	1.00	2.00
J196	Kami (Holo) (C)	1.00	2.00
J197	Kami (Holo) (R)	1.00	2.00
J198	Kami (Holo) (C)	1.00	2.00
J199	Kami (Holo) (R)	1.00	2.00
J200	Kami (Holo) (C)	1.00	2.00



Sl. No.	Particulars	Debit	Credit
1	Balance b/d	50	70
2	By Cash	50	100
3	By Cash	50	100
4	By Cash	50	80
5	By Cash	50	50
6	By Cash	30	50
7	By Cash	30	50
8	By Cash	40	80
9	By Cash	10	50
10	By Cash	30	50
11	By Cash	40	80
12	By Cash	30	60
13	By Cash	40	80
14	By Cash	30	60
15	By Cash	40	80



1751	A Beginner's Guide to Algebra: R	2.20	4.00
1752	Statistics: A Beginner's Guide: Observation: R	2.00	4.00
1753	Algebra: A Beginner's Guide: P	4.00	8.00
1754	Algebra: A Beginner's Guide: The Best: R	2.50	5.00
1755	Algebra: A Beginner's Guide: R	2.50	4.00
1756	Algebra: A Beginner's Guide: R	2.50	4.00
1757	Algebra: A Beginner's Guide: R	2.50	4.00
1758	Algebra: A Beginner's Guide: R	2.50	4.00
1759	Algebra: A Beginner's Guide: R	2.50	4.00
1760	Algebra: A Beginner's Guide: R	2.50	4.00
1761	Algebra: A Beginner's Guide: R	2.50	4.00
1762	Algebra: A Beginner's Guide: R	2.50	4.00
1763	Algebra: A Beginner's Guide: R	2.50	4.00
1764	Algebra: A Beginner's Guide: R	2.50	4.00
1765	Algebra: A Beginner's Guide: R	2.50	4.00
1766	Algebra: A Beginner's Guide: R	2.50	4.00
1767	Algebra: A Beginner's Guide: R	2.50	4.00
1768	Algebra: A Beginner's Guide: R	2.50	4.00
1769	Algebra: A Beginner's Guide: R	2.50	4.00
1770	Algebra: A Beginner's Guide: R	2.50	4.00
1771	Algebra: A Beginner's Guide: R	2.50	4.00
1772	Algebra: A Beginner's Guide: R	2.50	4.00
1773	Algebra: A Beginner's Guide: R	2.50	4.00
1774	Algebra: A Beginner's Guide: R	2.50	4.00
1775	Algebra: A Beginner's Guide: R	2.50	4.00
1776	Algebra: A Beginner's Guide: R	2.50	4.00
1777	Algebra: A Beginner's Guide: R	2.50	4.00
1778	Algebra: A Beginner's Guide: R	2.50	4.00
1779	Algebra: A Beginner's Guide: R	2.50	4.00
1780	Algebra: A Beginner's Guide: R	2.50	4.00
1781	Algebra: A Beginner's Guide: R	2.50	4.00
1782	Algebra: A Beginner's Guide: R	2.50	4.00
1783	Algebra: A Beginner's Guide: R	2.50	4.00
1784	Algebra: A Beginner's Guide: R	2.50	4.00
1785	Algebra: A Beginner's Guide: R	2.50	4.00
1786	Algebra: A Beginner's Guide: R	2.50	4.00
1787	Algebra: A Beginner's Guide: R	2.50	4.00
1788	Algebra: A Beginner's Guide: R	2.50	4.00
1789	Algebra: A Beginner's Guide: R	2.50	4.00
1790	Algebra: A Beginner's Guide: R	2.50	4.00
1791	Algebra: A Beginner's Guide: R	2.50	4.00
1792	Algebra: A Beginner's Guide: R	2.50	4.00
1793	Algebra: A Beginner's Guide: R	2.50	4.00
1794	Algebra: A Beginner's Guide: R	2.50	4.00
1795	Algebra: A Beginner's Guide: R	2.50	4.00
1796	Algebra: A Beginner's Guide: R	2.50	4.00
1797	Algebra: A Beginner's Guide: R	2.50	4.00
1798	Algebra: A Beginner's Guide: R	2.50	4.00
1799	Algebra: A Beginner's Guide: R	2.50	4.00
1800	Algebra: A Beginner's Guide: R	2.50	4.00

**THINK YOU SERVICED?**

**Non-Combat**

**V**

**100% Pay Based Merit Award**

[illegible]

2201	Wagon - 1960-1961	4.30	1.00
2202	Wagon - 1962-1963	4.30	1.00
2203	Wagon - 1964-1965	2.20	0.50
2204	Wagon - 1966-1967	2.20	0.50
2205	Wagon - 1968-1969	2.20	0.50
2206	Wagon - 1970-1971	2.20	0.50
2207	Wagon - 1972-1973	2.20	0.50
2208	Wagon - 1974-1975	2.20	0.50
2209	Wagon - 1976-1977	2.20	0.50
2210	Wagon - 1978-1979	2.20	0.50
2211	Wagon - 1980-1981	2.20	0.50
2212	Wagon - 1982-1983	2.20	0.50
2213	Wagon - 1984-1985	2.20	0.50
2214	Wagon - 1986-1987	2.20	0.50
2215	Wagon - 1988-1989	2.20	0.50
2216	Wagon - 1990-1991	2.20	0.50
2217	Wagon - 1992-1993	2.20	0.50
2218	Wagon - 1994-1995	2.20	0.50
2219	Wagon - 1996-1997	2.20	0.50
2220	Wagon - 1998-1999	2.20	0.50
2221	Wagon - 2000-2001	2.20	0.50
2222	Wagon - 2002-2003	2.20	0.50
2223	Wagon - 2004-2005	2.20	0.50
2224	Wagon - 2006-2007	2.20	0.50
2225	Wagon - 2008-2009	2.20	0.50
2226	Wagon - 2010-2011	2.20	0.50
2227	Wagon - 2012-2013	2.20	0.50
2228	Wagon - 2014-2015	2.20	0.50
2229	Wagon - 2016-2017	2.20	0.50
2230	Wagon - 2018-2019	2.20	0.50
2231	Wagon - 2020-2021	2.20	0.50
2232	Wagon - 2022-2023	2.20	0.50
2233	Wagon - 2024-2025	2.20	0.50
2234	Wagon - 2026-2027	2.20	0.50
2235	Wagon - 2028-2029	2.20	0.50
2236	Wagon - 2030-2031	2.20	0.50
2237	Wagon - 2032-2033	2.20	0.50
2238	Wagon - 2034-2035	2.20	0.50
2239	Wagon - 2036-2037	2.20	0.50
2240	Wagon - 2038-2039	2.20	0.50
2241	Wagon - 2040-2041	2.20	0.50
2242	Wagon - 2042-2043	2.20	0.50
2243	Wagon - 2044-2045	2.20	0.50
2244	Wagon - 2046-2047	2.20	0.50
2245	Wagon - 2048-2049	2.20	0.50
2246	Wagon - 2050-2051	2.20	0.50
2247	Wagon - 2052-2053	2.20	0.50
2248	Wagon - 2054-2055	2.20	0.50
2249	Wagon - 2056-2057	2.20	0.50
2250	Wagon - 2058-2059	2.20	0.50
2251	Wagon - 2060-2061	2.20	0.50
2252	Wagon - 2062-2063	2.20	0.50
2253	Wagon - 2064-2065	2.20	0.50
2254	Wagon - 2066-2067	2.20	0.50
2255	Wagon - 2068-2069	2.20	0.50
2256	Wagon - 2070-2071	2.20	0.50
2257	Wagon - 2072-2073	2.20	0.50
2258	Wagon - 2074-2075	2.20	0.50
2259	Wagon - 2076-2077	2.20	0.50
2260	Wagon - 2078-2079	2.20	0.50
2261	Wagon - 2080-2081	2.20	0.50
2262	Wagon - 2082-2083	2.20	0.50
2263	Wagon - 2084-2085	2.20	0.50
2264	Wagon - 2086-2087	2.20	0.50
2265	Wagon - 2088-2089	2.20	0.50
2266	Wagon - 2090-2091	2.20	0.50
2267	Wagon - 2092-2093	2.20	0.50
2268	Wagon - 2094-2095	2.20	0.50
2269	Wagon - 2096-2097	2.20	0.50
2270	Wagon - 2098-2099	2.20	0.50
2271	Wagon - 2100-2101	2.20	0.50
2272	Wagon - 2102-2103	2.20	0.50
2273	Wagon - 2104-2105	2.20	0.50
2274	Wagon - 2106-2107	2.20	0.50
2275	Wagon - 2108-2109	2.20	0.50
2276	Wagon - 2110-2111	2.20	0.50
2277	Wagon - 2112-2113	2.20	0.50
2278	Wagon - 2114-2115	2.20	0.50
2279	Wagon - 2116-2117	2.20	0.50
2280	Wagon - 2118-2119	2.20	0.50
2281	Wagon - 2120-2121	2.20	0.50
2282	Wagon - 2122-2123	2.20	0.50
2283	Wagon - 2124-2125	2.20	0.50
2284	Wagon - 2126-2127	2.20	0.50
2285	Wagon - 2128-2129	2.20	0.50
2286	Wagon - 2130-2131	2.20	0.50
2287	Wagon - 2132-2133	2.20	0.50
2288	Wagon - 2134-2135	2.20	0.50
2289	Wagon - 2136-2137	2.20	0.50
2290	Wagon - 2138-2139	2.20	0.50
2291	Wagon - 2140-2141	2.20	0.50
2292	Wagon - 2142-2143	2.20	0.50
2293	Wagon - 2144-2145	2.20	0.50
2294	Wagon - 2146-2147	2.20	0.50
2295	Wagon - 2148-2149	2.20	0.50
2296	Wagon - 2150-2151	2.20	0.50
2297	Wagon - 2152-2153	2.20	0.50
2298	Wagon - 2154-2155	2.20	0.50
2299	Wagon - 2156-2157	2.20	0.50
2300	Wagon - 2158-2159	2.20	0.50

### 2000 Frieza Preview Cards

### Figure 4 - 1997 Sooty Booby Prices

[illegible]

## 2000 Frieze Sale

Complete set	20%	5.00
Booster B	9.00	0.00
Booster D	5.00	0.00
Booster E	0.00	0.00
Booster F	0.00	0.00
Booster G	0.00	0.00
Booster H	0.00	0.00
Booster I	0.00	0.00
Booster J	0.00	0.00
Booster K	0.00	0.00
Booster L	0.00	0.00
Booster M	0.00	0.00
Booster N	0.00	0.00
Booster O	0.00	0.00
Booster P	0.00	0.00
Booster Q	0.00	0.00
Booster R	0.00	0.00
Booster S	0.00	0.00
Booster T	0.00	0.00
Booster U	0.00	0.00
Booster V	0.00	0.00
Booster W	0.00	0.00
Booster X	0.00	0.00
Booster Y	0.00	0.00
Booster Z	0.00	0.00
Booster AA	0.00	0.00
Booster AB	0.00	0.00
Booster AC	0.00	0.00
Booster AD	0.00	0.00
Booster AE	0.00	0.00
Booster AF	0.00	0.00
Booster AG	0.00	0.00
Booster AH	0.00	0.00
Booster AI	0.00	0.00
Booster AJ	0.00	0.00
Booster AK	0.00	0.00
Booster AL	0.00	0.00
Booster AM	0.00	0.00
Booster AN	0.00	0.00
Booster AO	0.00	0.00
Booster AP	0.00	0.00
Booster AQ	0.00	0.00
Booster AR	0.00	0.00
Booster AS	0.00	0.00
Booster AT	0.00	0.00
Booster AU	0.00	0.00
Booster AV	0.00	0.00
Booster AW	0.00	0.00
Booster AX	0.00	0.00
Booster AY	0.00	0.00
Booster AZ	0.00	0.00
Booster BA	0.00	0.00
Booster BB	0.00	0.00
Booster BC	0.00	0.00
Booster BD	0.00	0.00
Booster BE	0.00	0.00
Booster BF	0.00	0.00
Booster BG	0.00	0.00
Booster BH	0.00	0.00
Booster BI	0.00	0.00
Booster BJ	0.00	0.00
Booster BK	0.00	0.00
Booster BL	0.00	0.00
Booster BM	0.00	0.00
Booster BN	0.00	0.00
Booster BO	0.00	0.00
Booster BP	0.00	0.00
Booster BQ	0.00	0.00
Booster BR	0.00	0.00
Booster BS	0.00	0.00
Booster BT	0.00	0.00
Booster BU	0.00	0.00
Booster BV	0.00	0.00
Booster BW	0.00	0.00
Booster BX	0.00	0.00
Booster BY	0.00	0.00
Booster BZ	0.00	0.00
Booster CA	0.00	0.00
Booster CB	0.00	0.00
Booster CC	0.00	0.00
Booster CD	0.00	0.00
Booster CE	0.00	0.00
Booster CF	0.00	0.00
Booster CG	0.00	0.00
Booster CH	0.00	0.00
Booster CI	0.00	0.00
Booster CJ	0.00	0.00
Booster CK	0.00	0.00
Booster CL	0.00	0.00
Booster CM	0.00	0.00
Booster CN	0.00	0.00
Booster CO	0.00	0.00
Booster CP	0.00	0.00
Booster CQ	0.00	0.00
Booster CR	0.00	0.00
Booster CS	0.00	0.00
Booster CT	0.00	0.00
Booster CU	0.00	0.00
Booster CV	0.00	0.00
Booster CW	0.00	0.00
Booster CX	0.00	0.00
Booster CY	0.00	0.00
Booster CZ	0.00	0.00
Booster DA	0.00	0.00
Booster DB	0.00	0.00
Booster DC	0.00	0.00
Booster DD	0.00	0.00
Booster DE	0.00	0.00
Booster DF	0.00	0.00
Booster DG	0.00	0.00
Booster DH	0.00	0.00
Booster DI	0.00	0.00
Booster DJ	0.00	0.00
Booster DK	0.00	0.00
Booster DL	0.00	0.00
Booster DM	0.00	0.00
Booster DN	0.00	0.00
Booster DO	0.00	0.00
Booster DP	0.00	0.00
Booster DQ	0.00	0.00
Booster DR	0.00	0.00
Booster DS	0.00	0.00
Booster DT	0.00	0.00
Booster DU	0.00	0.00
Booster DV	0.00	0.00
Booster DW	0.00	0.00
Booster DX	0.00	0.00
Booster DY	0.00	0.00
Booster DZ	0.00	0.00
Booster EA	0.00	0.00
Booster EB	0.00	0.00
Booster EC	0.00	0.00
Booster ED	0.00	0.00
Booster EE	0.00	0.00
Booster EF	0.00	0.00
Booster EG	0.00	0.00
Booster EH	0.00	0.00
Booster EI	0.00	0.00
Booster EJ	0.00	0.00
Booster EK	0.00	0.00
Booster EL	0.00	0.00
Booster EM	0.00	0.00
Booster EN	0.00	0.00
Booster EO	0.00	0.00
Booster EP	0.00	0.00
Booster EQ	0.00	0.00
Booster ER	0.00	0.00
Booster ES	0.00	0.00
Booster ET	0.00	0.00
Booster EU	0.00	0.00
Booster EV	0.00	0.00
Booster EW	0.00	0.00
Booster EX	0.00	0.00
Booster EY	0.00	0.00
Booster EZ	0.00	0.00
Booster FA	0.00	0.00
Booster FB	0.00	0.00
Booster FC	0.00	0.00
Booster FD	0.00	0.00
Booster FE	0.00	0.00
Booster FF	0.00	0.00
Booster FG	0.00	0.00
Booster FH	0.00	0.00
Booster FI	0.00	0.00
Booster FJ	0.00	0.00
Booster FK	0.00	0.00
Booster FL	0.00	0.00
Booster FM	0.00	0.00
Booster FN	0.00	0.00
Booster FO	0.00	0.00
Booster FP	0.00	0.00
Booster FQ	0.00	0.00
Booster FR	0.00	0.00
Booster FS	0.00	0.00
Booster FT	0.00	0.00
Booster FU	0.00	0.00
Booster FV	0.00	0.00
Booster FW	0.00	0.00
Booster FX	0.00	0.00
Booster FY	0.00	0.00
Booster FZ	0.00	0.00
Booster GA	0.00	0.00
Booster GB	0.00	0.00
Booster GC	0.00	0.00
Booster GD	0.00	0.00
Booster GE	0.00	0.00
Booster GF	0.00	0.00
Booster GG	0.00	0.00
Booster GH	0.00	0.00
Booster GI	0.00	0.00
Booster GJ	0.00	0.00
Booster GK	0.00	0.00
Booster GL	0.00	0.00
Booster GM	0.00	0.00
Booster GN	0.00	0.00
Booster GO	0.00	0.00
Booster GP	0.00	0.00
Booster GQ	0.00	0.00
Booster GR	0.00	0.00
Booster GS	0.00	0.00
Booster GT	0.00	0.00
Booster GU	0.00	0.00
Booster GV	0.00	0.00
Booster GW	0.00	0.00
Booster GX	0.00	0.00
Booster GY	0.00	0.00
Booster GZ	0.00	0.00
Booster HA	0.00	0.00
Booster HB	0.00	0.00
Booster HC	0.00	0.00
Booster HD	0.00	0.00
Booster HE	0.00	0.00
Booster HF	0.00	0.00
Booster HG	0.00	0.00
Booster HH	0.00	0.00
Booster HI	0.00	0.00
Booster HJ	0.00	0.00
Booster HK	0.00	0.00
Booster HL	0.00	0.00
Booster HM	0.00	0.00
Booster HN	0.00	0.00
Booster HO	0.00	0.00
Booster HP	0.00	0.00
Booster HQ	0.00	0.00
Booster HR	0.00	0.00
Booster HS	0.00	0.00
Booster HT	0.00	0.00
Booster HU	0.00	0.00
Booster HV	0.00	0.00
Booster HW	0.00	0.00
Booster HX	0.00	0.00
Booster HY	0.00	0.00
Booster HZ	0.00	0.00
Booster IA	0.00	0.00
Booster IB	0.00	0.00
Booster IC	0.00	0.00
Booster ID	0.00	0.00
Booster IE	0.00	0.00
Booster IF	0.00	0.00
Booster IG	0.00	0.00
Booster IH	0.00	0.00
Booster II	0.00	0.00
Booster IJ	0.00	0.00
Booster IK	0.00	0.00
Booster IL	0.00	0.00
Booster IM	0.00	0.00
Booster IN	0.00	0.00
Booster IO	0.00	0.00
Booster IP	0.00	0.00
Booster IQ	0.00	0.00
Booster IR	0.00	0.00
Booster IS	0.00	0.00
Booster IT	0.00	0.00
Booster IU	0.00	0.00
Booster IV	0.00	0.00
Booster IW	0.00	0.00
Booster IX	0.00	0.00
Booster IY	0.00	0.00
Booster IZ	0.00	0.00
Booster JA	0.00	0.00
Booster JB	0.00	0.00
Booster JC	0.00	0.00
Booster JD	0.00	0.00
Booster JE	0.00	0.00
Booster JF	0.00	0.00
Booster JG	0.00	0.00
Booster JH	0.00	0.00
Booster JI	0.00	0.00
Booster JJ	0.00	0.00
Booster JK	0.00	0.00
Booster JL	0.00	0.00
Booster JM	0.00	0.00
Booster JN	0.00	0.00
Booster JO	0.00	0.00
Booster JP	0.00	0.00
Booster JQ	0.00	0.00
Booster JR	0.00	0.00
Booster JS	0.00	0.00
Booster JT	0.00	0.00
Booster JU	0.00	0.00
Booster JV	0.00	0.00
Booster JW	0.00	0.00
Booster JX	0.00	0.00
Booster JY	0.00	0.00
Booster JZ	0.00	0.00
Booster KA	0.00	0.00
Booster KB	0.00	0.00
Booster KC	0.00	0.00
Booster KD	0.00	0.00
Booster KE	0.00	0.00
Booster KF	0.00	0.00
Booster KG	0.00	0.00
Booster KH	0.00	0.00
Booster KI	0.00	0.00
Booster KJ	0.00	0.00
Booster KK	0.00	0.00
Booster KL	0.00	0.00
Booster KM	0.00	0.00
Booster KN	0.00	0.00
Booster KO	0.00	0.00
Booster KP	0.00	0.00
Booster KQ	0.00	0.00
Booster KR	0.00	0.00
Booster KS	0.00	0.00
Booster KT	0.00	0.00
Booster KU	0.00	0.00
Booster KV	0.00	0.00
Booster KW	0.00	0.00
Booster KX	0.00	0.00
Booster KY	0.00	0.00
Booster KZ	0.00	0.00
Booster LA	0.00	0.00
Booster LB	0.00	0.00
Booster LC	0.00	0.00
Booster LD	0.00	0.00
Booster LE	0.00	0.00
Booster LF	0.00	0.00
Booster LG	0.00	0.00
Booster LH	0.00	0.00
Booster LI	0.00	0.00
Booster LJ	0.00	0.00
Booster LK	0.00	0.00
Booster LL	0.00	0.00
Booster LM	0.00	0.00
Booster LN	0.00	0.00
Booster LO	0.00	0.00
Booster LP	0.00	0.00
Booster LQ	0.00	0.00
Booster LR	0.00	0.00
Booster LS	0.00	0.00
Booster LT	0.00	0.00
Booster LU	0.00	0.00
Booster LV	0.00	0.00
Booster LW	0.00	0.00
Booster LX	0.00	0.00
Booster LY	0.00	0.00
Booster LZ	0.00	0.00
Booster MA	0.00	0.00
Booster MB	0.00	0.00
Booster MC	0.00	0.00
Booster MD	0.00	0.00
Booster ME	0.00	0.00
Booster MF	0.00	0.00
Booster MG	0.00	0.00
Booster MH	0.00	0.00
Booster MI	0.00	0.00
Booster MJ	0.00	0.00
Booster MK	0.00	0.00
Booster ML	0.00	0.00
Booster MM	0.00	0.00
Booster MN	0.00	0.00
Booster MO	0.00	0.00
Booster MP	0.00	0.00
Booster MQ	0.00	0.00
Booster MR	0.00	0.00
Booster MS	0.00	0.00
Booster MT	0.00	0.00
Booster MU	0.00	0.00
Booster MV	0.00	0.00
Booster MW	0.00	0.00
Booster MX	0.00	0.00
Booster MY	0.00	0.00
Booster MZ	0.00	0.00
Booster NA	0.00	0.00
Booster NB	0.00	0.00
Booster NC	0.00	0.00
Booster ND	0.00	0.00
Booster NE	0.00	0.00
Booster NF	0.00	0.00
Booster NG	0.00	0.00
Booster NH	0.00	0.00
Booster NI	0.00	0.00
Booster NJ	0.00	0.00
Booster NK	0.00	0.00
Booster NL	0.00	0.00
Booster NM	0.00	0.00
Booster NN	0.00	0.00
Booster NO	0.00	0.00
Booster NP	0.00	0.00
Booster NQ	0.00	0.00
Booster NR	0.00	0.00
Booster NS	0.00	0.00
Booster NT	0.00	0.00
Booster NU	0.00	0.00
Booster NV	0.00	0.00
Booster NW	0.00	0.00
Booster NX	0.00	0.00
Booster NY	0.00	0.00
Booster NZ	0.00	0.00
Booster OA	0.00	0.00
Booster OB	0.00	0.00
Booster OC	0.00	0.00
Booster OD	0.00	0.00
Booster OE	0.00	0.00
Booster OF	0.00	0.00
Booster OG	0.00	0.00
Booster OH	0.00	0.00
Booster OI	0.00	0.00
Booster OJ	0.00	0.00
Booster OK	0.00	0.00
Booster OL	0.00	0.00
Booster OM	0.00	0.00
Booster ON	0.00	0.00
Booster OO	0.00	0.00
Booster OP	0.00	0.00
Booster OQ	0.00	0.00
Booster OR	0.00	0.00
Booster OS	0.00	0.00
Booster OT	0.00	0.00
Booster OU	0.00	0.00
Booster OV	0.00	0.00
Booster OW	0.0	

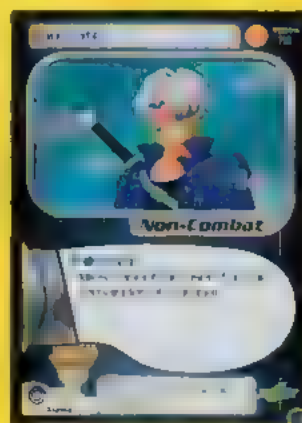


134	John P. ...	✓	✓
135	John P. ...	✓	✓
136	John P. ...	✓	✓
137	John P. ...	✓	✓
138	John P. ...	✓	✓
139	John P. ...	✓	✓
140	John P. ...	✓	✓
141	John P. ...	✓	✓
142	John P. ...	✓	✓
143	John P. ...	✓	✓
144	John P. ...	✓	✓
145	John P. ...	✓	✓
146	John P. ...	✓	✓
147	John P. ...	✓	✓
148	John P. ...	✓	✓
149	John P. ...	✓	✓
150	John P. ...	✓	✓
151	John P. ...	✓	✓
152	John P. ...	✓	✓
153	John P. ...	✓	✓
154	John P. ...	✓	✓
155	John P. ...	✓	✓
156	John P. ...	✓	✓
157	John P. ...	✓	✓
158	John P. ...	✓	✓
159	John P. ...	✓	✓
160	John P. ...	✓	✓
161	John P. ...	✓	✓
162	John P. ...	✓	✓
163	John P. ...	✓	✓
164	John P. ...	✓	✓
165	John P. ...	✓	✓
166	John P. ...	✓	✓
167	John P. ...	✓	✓
168	John P. ...	✓	✓
169	John P. ...	✓	✓
170	John P. ...	✓	✓
171	John P. ...	✓	✓
172	John P. ...	✓	✓
173	John P. ...	✓	✓
174	John P. ...	✓	✓
175	John P. ...	✓	✓
176	John P. ...	✓	✓
177	John P. ...	✓	✓
178	John P. ...	✓	✓
179	John P. ...	✓	✓
180	John P. ...	✓	✓
181	John P. ...	✓	✓
182	John P. ...	✓	✓
183	John P. ...	✓	✓
184	John P. ...	✓	✓
185	John P. ...	✓	✓
186	John P. ...	✓	✓
187	John P. ...	✓	✓
188	John P. ...	✓	✓
189	John P. ...	✓	✓
190	John P. ...	✓	✓
191	John P. ...	✓	✓
192	John P. ...	✓	✓
193	John P. ...	✓	✓
194	John P. ...	✓	✓
195	John P. ...	✓	✓
196	John P. ...	✓	✓
197	John P. ...	✓	✓
198	John P. ...	✓	✓
199	John P. ...	✓	✓
200	John P. ...	✓	✓

[illegible]

2011

	1970	1971	1972	1973	1974	1975	1976	1977	1978	1979	1980	1981	1982	1983	1984	1985	1986	1987	1988	1989	1990	1991	1992	1993	1994	1995	1996	1997	1998	1999	2000	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025	2026	2027	2028	2029	2030	2031	2032	2033	2034	2035	2036	2037	2038	2039	2040	2041	2042	2043	2044	2045	2046	2047	2048	2049	2050	2051	2052	2053	2054	2055	2056	2057	2058	2059	2060	2061	2062	2063	2064	2065	2066	2067	2068	2069	2070	2071	2072	2073	2074	2075	2076	2077	2078	2079	2080	2081	2082	2083	2084	2085	2086	2087	2088	2089	2090	2091	2092	2093	2094	2095	2096	2097	2098	2099	2100
1970	1971	1972	1973	1974	1975	1976	1977	1978	1979	1980	1981	1982	1983	1984	1985	1986	1987	1988	1989	1990	1991	1992	1993	1994	1995	1996	1997	1998	1999	2000	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025	2026	2027	2028	2029	2030	2031	2032	2033	2034	2035	2036	2037	2038	2039	2040	2041	2042	2043	2044	2045	2046	2047	2048	2049	2050	2051	2052	2053	2054	2055	2056	2057	2058	2059	2060	2061	2062	2063	2064	2065	2066	2067	2068	2069	2070	2071	2072	2073	2074	2075	2076	2077	2078	2079	2080	2081	2082	2083	2084	2085	2086	2087	2088	2089	2090	2091	2092	2093	2094	2095	2096	2097	2098	2099	2100	



## 2001 Trucks Saga

	1970	1971
1. <i>...</i>	100	100
2. <i>...</i>	100	100
3. <i>...</i>	100	100
4. <i>...</i>	100	100
5. <i>...</i>	100	100
6. <i>...</i>	100	100
7. <i>...</i>	100	100
8. <i>...</i>	100	100
9. <i>...</i>	100	100
10. <i>...</i>	100	100

[illegible]

J64	Johns, Wm. W. (1861-1931)	50	1.00
J65	Johns, Wm. W. (1861-1931)	50	1.00
J66	Johns, Wm. W. (1861-1931)	50	1.00
J67	Johns, Wm. W. (1861-1931)	50	1.00
J68	Johns, Wm. W. (1861-1931)	50	1.00
J69	Johns, Wm. W. (1861-1931)	50	1.00
J70	Johns, Wm. W. (1861-1931)	50	1.00
J71	Johns, Wm. W. (1861-1931)	50	1.00
J72	Johns, Wm. W. (1861-1931)	50	1.00
J73	Johns, Wm. W. (1861-1931)	50	1.00
J74	Johns, Wm. W. (1861-1931)	50	1.00
J75	Johns, Wm. W. (1861-1931)	50	1.00
J76	Johns, Wm. W. (1861-1931)	50	1.00
J77	Johns, Wm. W. (1861-1931)	50	1.00
J78	Johns, Wm. W. (1861-1931)	50	1.00
J79	Johns, Wm. W. (1861-1931)	50	1.00
J80	Johns, Wm. W. (1861-1931)	50	1.00
J81	Johns, Wm. W. (1861-1931)	50	1.00
J82	Johns, Wm. W. (1861-1931)	50	1.00
J83	Johns, Wm. W. (1861-1931)	50	1.00
J84	Johns, Wm. W. (1861-1931)	50	1.00
J85	Johns, Wm. W. (1861-1931)	50	1.00
J86	Johns, Wm. W. (1861-1931)	50	1.00
J87	Johns, Wm. W. (1861-1931)	50	1.00
J88	Johns, Wm. W. (1861-1931)	50	1.00
J89	Johns, Wm. W. (1861-1931)	50	1.00
J90	Johns, Wm. W. (1861-1931)	50	1.00
J91	Johns, Wm. W. (1861-1931)	50	1.00
J92	Johns, Wm. W. (1861-1931)	50	1.00
J93	Johns, Wm. W. (1861-1931)	50	1.00
J94	Johns, Wm. W. (1861-1931)	50	1.00
J95	Johns, Wm. W. (1861-1931)	50	1.00
J96	Johns, Wm. W. (1861-1931)	50	1.00
J97	Johns, Wm. W. (1861-1931)	50	1.00
J98	Johns, Wm. W. (1861-1931)	50	1.00
J99	Johns, Wm. W. (1861-1931)	50	1.00
J00	Johns, Wm. W. (1861-1931)	50	1.00





	Mean	SD	Min	Max
1	Control group	25	20	30
2	Group 1: 10% increase	25	20	30
3	Group 2: 20% increase	25	20	30
4	Group 3: 30% increase	25	20	30
5	Group 4: 40% increase	25	20	30
6	Group 5: 50% increase	25	20	30
7	Group 6: 60% increase	25	20	30
8	Group 7: 70% increase	25	20	30
9	Group 8: 80% increase	25	20	30
10	Group 9: 90% increase	25	20	30
11	Group 10: 100% increase	25	20	30
12	Group 11: 110% increase	25	20	30
13	Group 12: 120% increase	25	20	30
14	Group 13: 130% increase	25	20	30
15	Group 14: 140% increase	25	20	30
16	Group 15: 150% increase	25	20	30
17	Group 16: 160% increase	25	20	30
18	Group 17: 170% increase	25	20	30
19	Group 18: 180% increase	25	20	30
20	Group 19: 190% increase	25	20	30
21	Group 20: 200% increase	25	20	30
22	Group 21: 210% increase	25	20	30
23	Group 22: 220% increase	25	20	30
24	Group 23: 230% increase	25	20	30
25	Group 24: 240% increase	25	20	30
26	Group 25: 250% increase	25	20	30
27	Group 26: 260% increase	25	20	30
28	Group 27: 270% increase	25	20	30
29	Group 28: 280% increase	25	20	30
30	Group 29: 290% increase	25	20	30
31	Group 30: 300% increase	25	20	30
32	Group 31: 310% increase	25	20	30
33	Group 32: 320% increase	25	20	30
34	Group 33: 330% increase	25	20	30
35	Group 34: 340% increase	25	20	30
36	Group 35: 350% increase	25	20	30
37	Group 36: 360% increase	25	20	30
38	Group 37: 370% increase	25	20	30
39	Group 38: 380% increase	25	20	30
40	Group 39: 390% increase	25	20	30
41	Group 40: 400% increase	25	20	30
42	Group 41: 410% increase	25	20	30
43	Group 42: 420% increase	25	20	30
44	Group 43: 430% increase	25	20	30
45	Group 44: 440% increase	25	20	30
46	Group 45: 450% increase	25	20	30
47	Group 46: 460% increase	25	20	30
48	Group 47: 470% increase	25	20	30
49	Group 48: 480% increase	25	20	30
50	Group 49: 490% increase	25	20	30
51	Group 50: 500% increase	25	20	30
52	Group 51: 510% increase	25	20	30
53	Group 52: 520% increase	25	20	30
54	Group 53: 530% increase	25	20	30
55	Group 54: 540% increase	25	20	30
56	Group 55: 550% increase	25	20	30
57	Group 56: 560% increase	25	20	30
58	Group 57: 570% increase	25	20	30
59	Group 58: 580% increase	25	20	30
60	Group 59: 590% increase	25	20	30
61	Group 60: 600% increase	25	20	30
62	Group 61: 610% increase	25	20	30
63	Group 62: 620% increase	25	20	30
64	Group 63: 630% increase	25	20	30
65	Group 64: 640% increase	25	20	30
66	Group 65: 650% increase	25	20	30
67	Group 66: 660% increase	25	20	30
68	Group 67: 670% increase	25	20	30
69	Group 68: 680% increase	25	20	30
70	Group 69: 690% increase	25	20	30
71	Group 70: 700% increase	25	20	30
72	Group 71: 710% increase	25	20	30
73	Group 72: 720% increase	25	20	30
74	Group 73: 730% increase	25	20	30
75	Group 74: 740% increase	25	20	30
76	Group 75: 750% increase	25	20	30
77	Group 76: 760% increase	25	20	30
78	Group 77: 770% increase	25	20	30
79	Group 78: 780% increase	25	20	30
80	Group 79: 790% increase	25	20	30
81	Group 80: 800% increase	25	20	30
82	Group 81: 810% increase	25	20	30
83	Group 82: 820% increase	25	20	30
84	Group 83: 830% increase	25	20	30
85	Group 84: 840% increase	25	20	30
86	Group 85: 850% increase	25	20	30
87	Group 86: 860% increase	25	20	30
88	Group 87: 870% increase	25	20	30
89	Group 88: 880% increase	25	20	30
90	Group 89: 890% increase	25	20	30
91	Group 90: 900% increase	25	20	30
92	Group 91: 910% increase	25	20	30
93	Group 92: 920% increase	25	20	30
94	Group 93: 930% increase	25	20	30
95	Group 94: 940% increase	25	20	30
96	Group 95: 950% increase	25	20	30
97	Group 96: 960% increase	25	20	30
98	Group 97: 970% increase	25	20	30
99	Group 98: 980% increase	25	20	30
100	Group 99: 990% increase	25	20	30
101	Group 100: 1000% increase	25	20	30



250	Shirley [unclear]	31	25
251	Beth [unclear]	40	25
252	[unclear] [unclear]	20	25
253	[unclear] [unclear]	20	25
254	[unclear] [unclear]	20	25
255	[unclear] [unclear]	40	25
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298	[unclear] [unclear]	50	25
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300	[unclear] [unclear]	50	25



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	Soprano	X	X
	Alto	X	X
	Tenore	X	X
	Basso	X	X

[illegible]

## 2002 Cell Games Saga Preview

778 *Journal of Management Inquiry* 16(6)

1	Self	20	00
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3	Self	30	200
4	Self	50	00
5	Self	200	00
6	Self	200	00

## 2002 Cell Games Saver

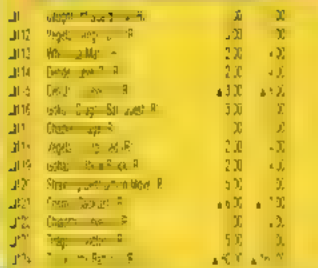
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2	Barley	750	750
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4	Rye	400	400
5	Triticum	400	400
6	Speltz	400	400
7	Malting	400	400
8	Distilling	400	400
9	Other	400	400
10	Wheat	400	400
11	Barley	400	400
12	Oats	400	400
13	Rye	400	400
14	Triticum	400	400
15	Speltz	400	400
16	Malting	400	400
17	Distilling	400	400
18	Other	400	400
19	Wheat	400	400
20	Barley	400	400
21	Oats	400	400
22	Rye	400	400
23	Triticum	400	400
24	Speltz	400	400
25	Malting	400	400
26	Distilling	400	400
27	Other	400	400
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29	Barley	400	400
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41	Triticum	400	400
42	Speltz	400	400
43	Malting	400	400
44	Distilling	400	400
45	Other	400	400
46	Wheat	400	400
47	Barley	400	400
48	Oats	400	400
49	Rye	400	400
50	Triticum	400	400
51	Speltz	400	400
52	Malting	400	400
53	Distilling	400	400
54	Other	400	400
55	Wheat	400	400
56	Barley	400	400
57	Oats	400	400
58	Rye	400	400
59	Triticum	400	400
60	Speltz	400	400
61	Malting	400	400
62	Distilling	400	400
63	Other	400	400
64	Wheat	400	400
65	Barley	400	400
66	Oats	400	400
67	Rye	400	400
68	Triticum	400	400
69	Speltz	400	400
70	Malting	400	400
71	Distilling	400	400
72	Other	400	400
73	Wheat	400	400
74	Barley	400	400
75	Oats	400	400
76	Rye	400	400
77	Triticum	400	400
78	Speltz	400	400
79	Malting	400	400
80	Distilling	400	400
81	Other	400	400
82	Wheat	400	400
83	Barley	400	400
84	Oats	400	400
85	Rye	400	400
86	Triticum	400	400
87	Speltz	400	400
88	Malting	400	400
89	Distilling	400	400
90	Other	400	400
91	Wheat	400	400
92	Barley	400	400
93	Oats	400	400
94	Rye	400	400
95	Triticum	400	400
96	Speltz	400	400
97	Malting	400	400
98	Distilling	400	400
99	Other	400	400



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246	Rep. ...	25	50
247	Rep. ...	25	50
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249	Rep. ...	25	50
250	Rep. ...	25	50



	W	Q	M
1. 1	1	1	1
2. 1	1	1	1
3. 1	1	1	1
4. 1	1	1	1
5. 1	1	1	1
6. 1	1	1	1
7. 1	1	1	1
8. 1	1	1	1
9. 1	1	1	1
10. 1	1	1	1







## 2001 Hero Collection (Series 2)

Complete Set (4)	25.00	40.00
Boxed Set (4 Packs)	30.00	40.00
Boxed Set (4 Packs)	2.00	4.00
Common Card (100)	25	50
Artwork (100)		
PC Card (100)		
W/ Card (100)		

J158	Goku	30	30
J159	Vegeta	30	30
J160	Trunks	30	30
J161	Future Trunks	30	30
J162	Super Saiyan Trunks	30	30
J163	Super Saiyan Vegeta	30	30
J164	Super Saiyan Goku	30	30
J165	Super Saiyan Gohan	30	30
J166	Super Saiyan Piccolo	30	30
J167	Super Saiyan Yamcha	30	30
J168	Super Saiyan Krillin	30	30
J169	Super Saiyan Tien	30	30
J170	Super Saiyan Chiaotzu	30	30
J171	Super Saiyan Puar	30	30
J172	Super Saiyan Yajirobe	30	30
J173	Super Saiyan Mr. Satan	30	30
J174	Super Saiyan Beer	30	30
J175	Super Saiyan Whis	30	30
J176	Super Saiyan Zeno	30	30
J177	Super Saiyan Frieza	30	30
J178	Super Saiyan King	30	30
J179	Super Saiyan Vegeta (2)	30	30
J180	Super Saiyan Goku (2)	30	30
J181	Super Saiyan Gohan (2)	30	30
J182	Super Saiyan Piccolo (2)	30	30
J183	Super Saiyan Yamcha (2)	30	30
J184	Super Saiyan Krillin (2)	30	30
J185	Super Saiyan Tien (2)	30	30
J186	Super Saiyan Chiaotzu (2)	30	30
J187	Super Saiyan Puar (2)	30	30
J188	Super Saiyan Yajirobe (2)	30	30
J189	Super Saiyan Mr. Satan (2)	30	30
J190	Super Saiyan Beer (2)	30	30
J191	Super Saiyan Whis (2)	30	30
J192	Super Saiyan Zeno (2)	30	30
J193	Super Saiyan Frieza (2)	30	30
J194	Super Saiyan King (2)	30	30

## 2001 Hero Collection (Series 2) Auto-graphs

Randomly inserted in Hero Collection Series 2 (Numbered 1-200)

J176	Goku	10.00	40.00
J177	Vegeta	10.00	40.00
J178	Trunks	10.00	40.00
J179	Future Trunks	10.00	40.00
J180	Super Saiyan Trunks	10.00	40.00
J181	Super Saiyan Vegeta	10.00	40.00
J182	Super Saiyan Goku	10.00	40.00
J183	Super Saiyan Gohan	10.00	40.00
J184	Super Saiyan Piccolo	10.00	40.00
J185	Super Saiyan Yamcha	10.00	40.00
J186	Super Saiyan Krillin	10.00	40.00
J187	Super Saiyan Tien	10.00	40.00
J188	Super Saiyan Chiaotzu	10.00	40.00
J189	Super Saiyan Puar	10.00	40.00
J190	Super Saiyan Yajirobe	10.00	40.00
J191	Super Saiyan Mr. Satan	10.00	40.00
J192	Super Saiyan Beer	10.00	40.00
J193	Super Saiyan Whis	10.00	40.00
J194	Super Saiyan Zeno	10.00	40.00
J195	Super Saiyan Frieza	10.00	40.00
J196	Super Saiyan King	10.00	40.00

## 2001 Hero Collection (Series 2) Silver Etched

Randomly inserted in Hero Collection Series 2 (Numbered 1-200)

J176	Goku	10.00	40.00
J177	Vegeta	10.00	40.00
J178	Trunks	10.00	40.00
J179	Future Trunks	10.00	40.00
J180	Super Saiyan Trunks	10.00	40.00
J181	Super Saiyan Vegeta	10.00	40.00
J182	Super Saiyan Goku	10.00	40.00
J183	Super Saiyan Gohan	10.00	40.00
J184	Super Saiyan Piccolo	10.00	40.00
J185	Super Saiyan Yamcha	10.00	40.00
J186	Super Saiyan Krillin	10.00	40.00
J187	Super Saiyan Tien	10.00	40.00
J188	Super Saiyan Chiaotzu	10.00	40.00
J189	Super Saiyan Puar	10.00	40.00
J190	Super Saiyan Yajirobe	10.00	40.00
J191	Super Saiyan Mr. Satan	10.00	40.00
J192	Super Saiyan Beer	10.00	40.00
J193	Super Saiyan Whis	10.00	40.00
J194	Super Saiyan Zeno	10.00	40.00
J195	Super Saiyan Frieza	10.00	40.00
J196	Super Saiyan King	10.00	40.00

## 2001 Hero Collection (Series 2) Ultra Rare Gold Stickers

Randomly inserted in Hero Collection Series 2 (Numbered 1-200)

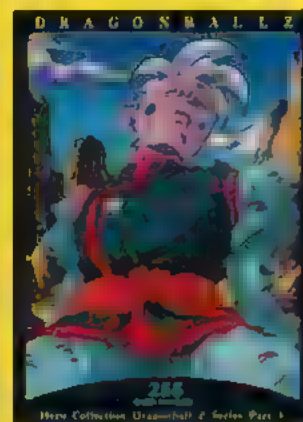
J176	Goku	10.00	40.00
J177	Vegeta	10.00	40.00
J178	Trunks	10.00	40.00
J179	Future Trunks	10.00	40.00
J180	Super Saiyan Trunks	10.00	40.00
J181	Super Saiyan Vegeta	10.00	40.00
J182	Super Saiyan Goku	10.00	40.00
J183	Super Saiyan Gohan	10.00	40.00
J184	Super Saiyan Piccolo	10.00	40.00
J185	Super Saiyan Yamcha	10.00	40.00
J186	Super Saiyan Krillin	10.00	40.00
J187	Super Saiyan Tien	10.00	40.00
J188	Super Saiyan Chiaotzu	10.00	40.00
J189	Super Saiyan Puar	10.00	40.00
J190	Super Saiyan Yajirobe	10.00	40.00
J191	Super Saiyan Mr. Satan	10.00	40.00
J192	Super Saiyan Beer	10.00	40.00
J193	Super Saiyan Whis	10.00	40.00
J194	Super Saiyan Zeno	10.00	40.00
J195	Super Saiyan Frieza	10.00	40.00
J196	Super Saiyan King	10.00	40.00

## 2001 Hero Collection (Series 3)

Complete Set (4)	25.00	40.00
Boxed Set (4 Packs)	30.00	40.00
Boxed Set (4 Packs)	2.00	4.00
Common Card (100)	25	50
Artwork (100)		
PC Card (100)		
W/ Card (100)		

J201	Trunks	50	30
J202	Vegeta	50	30

J203	Super Saiyan Trunks	50	30
J204	Super Saiyan Vegeta	50	30
J205	Super Saiyan Goku	50	30
J206	Super Saiyan Gohan	50	30
J207	Super Saiyan Piccolo	50	30
J208	Super Saiyan Yamcha	50	30
J209	Super Saiyan Krillin	50	30
J210	Super Saiyan Tien	50	30
J211	Super Saiyan Chiaotzu	50	30
J212	Super Saiyan Puar	50	30
J213	Super Saiyan Yajirobe	50	30
J214	Super Saiyan Mr. Satan	50	30
J215	Super Saiyan Beer	50	30
J216	Super Saiyan Whis	50	30
J217	Super Saiyan Zeno	50	30
J218	Super Saiyan Frieza	50	30
J219	Super Saiyan King	50	30



J220	Super Saiyan Trunks	50	30
J221	Super Saiyan Vegeta	50	30
J222	Super Saiyan Goku	50	30
J223	Super Saiyan Gohan	50	30
J224	Super Saiyan Piccolo	50	30
J225	Super Saiyan Yamcha	50	30
J226	Super Saiyan Krillin	50	30
J227	Super Saiyan Tien	50	30
J228	Super Saiyan Chiaotzu	50	30
J229	Super Saiyan Puar	50	30
J230	Super Saiyan Yajirobe	50	30
J231	Super Saiyan Mr. Satan	50	30
J232	Super Saiyan Beer	50	30
J233	Super Saiyan Whis	50	30
J234	Super Saiyan Zeno	50	30
J235	Super Saiyan Frieza	50	30
J236	Super Saiyan King	50	30

## 2001 Hero Collection (Series 3) Auto-graphs

Randomly inserted in Hero Collection Series 3 (Numbered 1-200)

J201	Trunks	10.00	40.00
J202	Vegeta	10.00	40.00
J203	Super Saiyan Trunks	10.00	40.00
J204	Super Saiyan Vegeta	10.00	40.00
J205	Super Saiyan Goku	10.00	40.00
J206	Super Saiyan Gohan	10.00	40.00
J207	Super Saiyan Piccolo	10.00	40.00
J208	Super Saiyan Yamcha	10.00	40.00
J209	Super Saiyan Krillin	10.00	40.00
J210	Super Saiyan Tien	10.00	40.00
J211	Super Saiyan Chiaotzu	10.00	40.00
J212	Super Saiyan Puar	10.00	40.00
J213	Super Saiyan Yajirobe	10.00	40.00
J214	Super Saiyan Mr. Satan	10.00	40.00
J215	Super Saiyan Beer	10.00	40.00
J216	Super Saiyan Whis	10.00	40.00
J217	Super Saiyan Zeno	10.00	40.00
J218	Super Saiyan Frieza	10.00	40.00
J219	Super Saiyan King	10.00	40.00

## 2001 Hero Collection (Series 3) Silver Etched

Randomly inserted in Hero Collection Series 3 (Numbered 1-200)

J201	Trunks	10.00	40.00
J202	Vegeta	10.00	40.00
J203	Super Saiyan Trunks	10.00	40.00
J204	Super Saiyan Vegeta	10.00	40.00
J205	Super Saiyan Goku	10.00	40.00
J206	Super Saiyan Gohan	10.00	40.00
J207	Super Saiyan Piccolo	10.00	40.00
J208	Super Saiyan Yamcha	10.00	40.00
J209	Super Saiyan Krillin	10.00	40.00
J210	Super Saiyan Tien	10.00	40.00
J211	Super Saiyan Chiaotzu	10.00	40.00
J212	Super Saiyan Puar	10.00	40.00
J213	Super Saiyan Yajirobe	10.00	40.00
J214	Super Saiyan Mr. Satan	10.00	40.00
J215	Super Saiyan Beer	10.00	40.00
J216	Super Saiyan Whis	10.00	40.00
J217	Super Saiyan Zeno	10.00	40.00
J218	Super Saiyan Frieza	10.00	40.00
J219	Super Saiyan King	10.00	40.00

## 2001 Hero Collection (Series 3) Ultra Rare Gold Stickers

J201	Trunks	10.00	40.00
J202	Vegeta	10.00	40.00
J203	Super Saiyan Trunks	10.00	40.00
J204	Super Saiyan Vegeta	10.00	40.00
J205	Super Saiyan Goku	10.00	40.00
J206	Super Saiyan Gohan	10.00	40.00
J207	Super Saiyan Piccolo	10.00	40.00
J208	Super Saiyan Yamcha	10.00	40.00
J209	Super Saiyan Krillin	10.00	40.00
J210	Super Saiyan Tien	10.00	40.00
J211	Super Saiyan Chiaotzu	10.00	40.00
J212	Super Saiyan Puar	10.00	40.00
J213	Super Saiyan Yajirobe	10.00	40.00
J214	Super Saiyan Mr. Satan	10.00	40.00
J215	Super Saiyan Beer	10.00	40.00
J216	Super Saiyan Whis	10.00	40.00
J217	Super Saiyan Zeno	10.00	40.00
J218	Super Saiyan Frieza	10.00	40.00
J219	Super Saiyan King	10.00	40.00

## JAPANESE TRADING CARDS

## 1996 Dragonball GT

J240	Trunks	10.00	40.00
J241	Vegeta	10.00	40.00
J242	Super Saiyan Trunks	10.00	40.00
J243	Super Saiyan Vegeta	10.00	40.00
J244	Super Saiyan Goku	10.00	40.00
J245	Super Saiyan Gohan	10.00	40.00
J246	Super Saiyan Piccolo	10.00	40.00
J247	Super Saiyan Yamcha	10.00	40.00
J248	Super Saiyan Krillin	10.00	40.00
J249	Super Saiyan Tien	10.00	40.00
J250	Super Saiyan Chiaotzu	10.00	40.00
J251	Super Saiyan Puar	10.00	40.00
J252	Super Saiyan Yajirobe	10.00	40.00
J253	Super Saiyan Mr. Satan	10.00	40.00
J254	Super Saiyan Beer	10.00	40.00
J255	Super Saiyan Whis	10.00	40.00
J256	Super Saiyan Zeno	10.00	40.00
J257	Super Saiyan Frieza	10.00	40.00
J258	Super Saiyan King	10.00	40.00

## TOYS

## ACTION FIGURES

## 1995 Bandai 2 Inch Dragon Ball Figures

J260	Trunks	10.00	40.00
J261	Vegeta	10.00	40.00
J262	Super Saiyan Trunks	10.00	40.00
J263	Super Saiyan Vegeta	10.00	40.00
J264	Super Saiyan Goku	10.00	40.00
J265	Super Saiyan Gohan	10.00	40.00
J266	Super Saiyan Piccolo	10.00	40.00
J267	Super Saiyan Yamcha	10.00	40.00
J268	Super Saiyan Krillin	10.00	40.00
J269	Super Saiyan Tien	10.00	40.00
J270	Super Saiyan Chiaotzu	10.00	40.00
J271	Super Saiyan Puar	10.00	40.00
J272	Super Saiyan Yajirobe	10.00	40.00
J273	Super Saiyan Mr. Satan	10.00	40.00
J274	Super Saiyan Beer	10.00	40.00
J275	Super Saiyan Whis	10.00	40.00
J276	Super Saiyan Zeno	10.00	40.00
J277	Super Saiyan Frieza	10.00	40.00
J278	Super Saiyan King	10.00	40.00

## 1998 Bandai 5 Inch Action Figures

J280	Trunks	10.00	40.00
J281	Vegeta	10.00	40.00
J282	Super Saiyan Trunks	10.00	40.00
J283	Super Saiyan Vegeta	10.00	40.00
J284	Super Saiyan Goku	10.00	40.00
J285	Super Saiyan Gohan	10.00	40.00
J286	Super Saiyan Piccolo	10.00	40.00
J287	Super Saiyan Yamcha	10.00	40.00
J288	Super Saiyan Krillin	10.00	40.00
J289	Super Saiyan Tien	10.00	40.00
J290	Super Saiyan Chiaotzu	10.00	40.00
J291	Super Saiyan Puar	10.00	40.00
J292	Super Saiyan Yajirobe	10.00	40.00
J293	Super Saiyan Mr. Satan	10.0	

2000 Irwin Series 8		
Super Saiyan 3	1.99	4.99
Vegeta	8.99	19.99

## 2000 Irwin Series 8

Super Saiyan 3	1.99	4.99
Super Saiyan 3	3.99	11.99
Super Saiyan 3	2.00	11.99
Super Saiyan 3	2.99	11.99
Vegeta	2.99	11.99

## 2000 Irwin Series 9

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Vegeta	1.99	11.99
Vegeta	1.99	11.99
Vegeta	1.99	11.99



## 2000 Irwin Series 10

Vegeta	2.99	15.99
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Vegeta	10.99	19.99
Vegeta	1.99	11.99
Vegeta	1.99	11.99
Vegeta	1.99	11.99
Vegeta	1.99	11.99

2000 Irwin Series 12		
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## 2000 Irwin Series 12

Super Saiyan 3	1.99	4.99
Super Saiyan 3	1.99	4.99
Super Saiyan 3	1.99	4.99
Super Saiyan 3	1.99	4.99
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Vegeta	1.99	11.99
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Super Saiyan 3	1.99	4.99
Super Saiyan 3	1.99	4.99
Super Saiyan 3	1.99	4.99

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Super Saiyan 3	1.99	4.99
Super Saiyan 3	1.99	4.99
Super Saiyan 3	1.99	4.99
Super Saiyan 3	1.99	4.99

## 2000 Irwin Series 3 Fully Articulated

Super Saiyan 3	1.99	4.99
Super Saiyan 3	1.99	4.99
Super Saiyan 3	1.99	4.99
Super Saiyan 3	1.99	4.99
Super Saiyan 3	1.99	4.99

## 2000 Irwin Series 4 Fully Articulated

Super Saiyan 3	1.99	4.99
Super Saiyan 3	1.99	4.99
Super Saiyan 3	1.99	4.99
Super Saiyan 3	1.99	4.99
Super Saiyan 3	1.99	4.99

## 2000 Irwin Series 5 Fully Articulated

Super Saiyan 3	1.99	4.99
Super Saiyan 3	1.99	4.99
Super Saiyan 3	1.99	4.99
Super Saiyan 3	1.99	4.99
Super Saiyan 3	1.99	4.99

## 2000 Irwin Series 6 Fully Articulated

Super Saiyan 3	1.99	4.99
Super Saiyan 3	1.99	4.99
Super Saiyan 3	1.99	4.99
Super Saiyan 3	1.99	4.99
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## 2000 Irwin Series 7 Fully Articulated

Super Saiyan 3	1.99	4.99
Super Saiyan 3	1.99	4.99
Super Saiyan 3	1.99	4.99
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Super Saiyan 3	1.99	4.99

## 2000 Irwin Series 8 Fully Articulated

Super Saiyan 3	1.99	4.99
Super Saiyan 3	1.99	4.99
Super Saiyan 3	1.99	4.99
Super Saiyan 3	1.99	4.99
Super Saiyan 3	1.99	4.99

## 2001 Irwin Blasting Energy Figures (Series 1)

Vegeta	1.99	11.99
Vegeta	1.99	11.99
Vegeta	1.99	11.99
Vegeta	1.99	11.99
Vegeta	1.99	11.99

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Vegeta	1.99	11.99
Vegeta	1.99	11.99
Vegeta	1.99	11.99
Vegeta	1.99	11.99
Vegeta	1.99	11.99

## 2000 Irwin Energy Blasters

Vegeta	1.99	11.99
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Vegeta	1.99	11.99
Vegeta	1.99	11.99
Vegeta	1.99	11.99

## 2001 Secret Saiyan Warriors

Vegeta	1.99	11.99
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Vegeta	1.99	11.99
Vegeta	1.99	11.99
Vegeta	1.99	11.99

## 2001 Irwin Striking Fighters

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Vegeta	1.99	11.99
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Vegeta	1.99	11.99
Vegeta	1.99	11.99

## 2002 Irwin Striking Fighters

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Vegeta	1.99	11.99
Vegeta	1.99	11.99
Vegeta	1.99	11.99
Vegeta	1.99	11.99

## 2001 Irwin 9 Inch Collector's Edition

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## 2001 Irwin 12 Inch Figures

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Vegeta	1.99	11.99

## 1999-01 Irwin 16 Inch Figures

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## 2002 Irwin Energy Glow Figures

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## 2000-01 Irwin Capsules

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## 2000 Possible Clip-On Figures

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Vegeta	1.99	11.99
Vegeta	1.99	11.99
Vegeta	1.99	11.99

## INTERNATIONAL TOYS

## 1999 AB 2 Inch Super Guerriers Figures

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Vegeta	1.99	11.99
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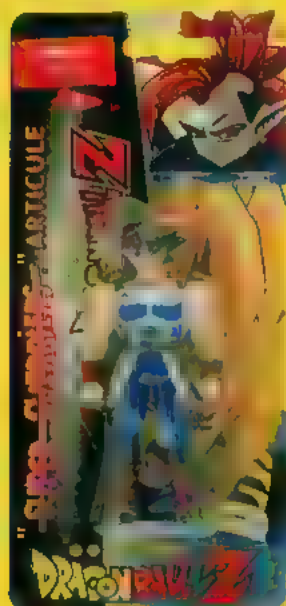
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## 1989 AB 3 Inch Super Guerriers Flexible Figures

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## 1990 AB Super Guerriers Article

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## 1998 AB 16 Inch Super Guerriers Figures

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## 1989-98 AB Toys Accessories

Set #	Price	Value
Set 1	10.00	15.00
Set 2	10.00	15.00
Set 3	10.00	15.00
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## 1989 AB Model Kits

Set #	Price	Value
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Set 2	10.00	15.00
Set 3	10.00	15.00
Set 4	10.00	15.00
Set 5	10.00	15.00

## 2000 Mattel Dragon Ball Z Accessories

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## JAPANESE FIGURES

## 1992 Super Collection

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## 1992-98 Super Battle Collection

Set #	Price	Value
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## 2001 Mini-Resin Busts

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Set 8	10.00	15.00

## MODEL KITS

## 2000 Academy Model Kit

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## 2001 Irwin Model Kits

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Set #	Price	Value
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## 1992 Bandai Model Kits

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## 1989-98 Japanese Dragon Ball Plush

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Set #	Price	Value
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## VIDEO GAMES

## 1994 Nintendo Super NES

Set #	Price	Value
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Set 2	10.00	15.00
Set 3	10.00	15.00
Set 4	10.00	15.00

## 1994-97 PlayStation

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Set 2	10.00	15.00
Set 3	10.00	15.00
Set 4	10.00	15.00

## 1995 Sega Saturn

Set #	Price	Value
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Set 2	10.00	15.00

## 1994-99 Game Boy

Set #	Price	Value
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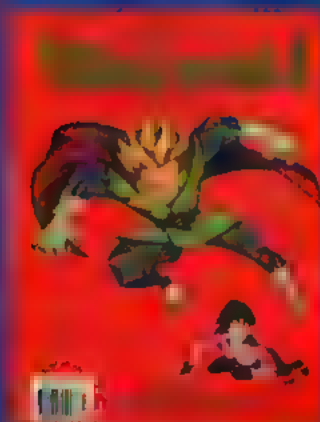
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# SUPER SAIYAN SURVEY

Okay fans, here's your chance to fill out our survey. Tell us what you think about our **Dragon Ball Z Collector**. Give us a grade for every section. After you grade our magazine please answer the questions and you could win a FREE Beckett exclusive S.S. Trunks prism promo card. Ten lucky winners will be drawn from returned completed surveys.

Please write in a grade for every section and circle your three favorite areas of the magazine.

- ☐ 1 Awesome. I loved it!    ☐ 2 Very good. I enjoyed it.  
☐ 3 Good. It's okay.    ☐ 4 Fair. This needs help.  
☐ 5 Poor. Forget this one.

Grade	Name of Section	Grade	Name of Section
_____	Piccolo (Front Cover)	_____	DBZ Poster
_____	4 Master Roshi's Trivia	_____	36 Contest: Irwin Toy Collection
_____	6 The Z Files	_____	40 DBZ Rulez
_____	10 Who's Who	_____	42 Price Guide
_____	22 Contest: Game Boy Advance & Legacy of Goku	_____	54 Fantastic Plastic
_____	24 DBZ Art Gallery	_____	56 DBZ Online
_____	25 Jeff Amano Interview	_____	59 Cool Z Stuff
_____	33 Top 10 Cards	_____	Back Cover
_____	34 Top 10 Toys		

1. Rank your favorite toy manufacturer on a scale of 1 to 7, (1 being the best)?

\_\_\_\_\_ AB Toy    \_\_\_\_\_ Bandai    \_\_\_\_\_ Irwin    \_\_\_\_\_ Mattel    \_\_\_\_\_ Hasbro    \_\_\_\_\_ McFarlane    \_\_\_\_\_ Other(fill-in)

2. Of the the current action figures available in the market, which one is your favorite?

3. What other character action figures would you like to see manufactured?

4. Do you own a copy of the new Legacy of Goku game for GBA? \_\_\_\_\_ Yes    \_\_\_\_\_ No

5. If you could pick two characters to battle, who would they be?

COMMENTS

Thank you for filling out our survey. Please mail it to: **Beckett Dragon Ball Z Collector**, S.S. Survey #20, P.O. Box 803495, Dallas, Texas, 75248

Name \_\_\_\_\_ Age \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ ZIP \_\_\_\_\_

E-mail \_\_\_\_\_

Enter to WIN a Game Boy Advance & Legacy of Goku on page 22, or Irwin toy collection on page 36.

**Contest Rules**

# FANTASTIC

## A Wish List

By: Dan Hancock



Irwin could release each Saiyan figure with one regular head and one Super Saiyan head, that would be a totally cool!

DBZ action figure fans want to see more "action". Rather than Videl simply standing with a fist, perhaps we could see her in a fighting stance. The same goes for Chi-Chi and Android 18. They need some knee joints. This applies to the male figures as well. Fans would like to see more figures like Series 4 Goku that are posed in a battle-ready stance. Battle poses make great display pieces and help capture the time essence of the characters.

DBZ fans would love to see the

action or light-up features in the regular figures as well. Of course, Irwin wants to keep the toys it is releasing current with the episodes on TV, but there is an overwhelming desire on the part of the fan community to see figures of some older characters. If there were a list of the most-wanted characters, it might contain these guys:

I know its not anywhere near Christmas, but I have a wish list for Irwin Toy. Even though their Dragon Ball Z figures are incredible compared to what has been done by other companies, there is always room for more improvement. It's not just a list of characters that would be nice to see as figures, but also a list of trends and ideas that I think they should take into consideration.

With no further ado, here is the Ultimate Irwin Toy Dragon Ball Z Wish list:

First, more figures with interchangeable heads and/or limbs would be a wonderful innovation. The Great Saiyaman figure is excellent proof that this concept can work. Another great example of this is Bandai's SBC Vol. 00, which comes with 4 heads—one for each version of Goku. If





# PLASTIC

## For Irwin Toy



### New Figure Wish List

#### Yamcha In a battle outfit

Irwin has plans to release a version of Yamcha in his yellow suit in Series 10, How about a Yamcha figure dressed for battle in his red gi (similar to Goku & Krillin's)? Yamcha was an incredible fighter, for a human, and it would be nice to be able to incorporate him into battle scenes with Nappa and Vegeta.

#### Frieza Form I

The only figure of Frieza's first form was made by Bandai for their energy-blasting series, and has the launcher in his mouth. How about a newly updated figure of Frieza for collectors. Frieza and his hover pod would make an excellent addition to the small vehicles line.

#### Imperfect Cell Form II

Cell's second form, halfway between a bug and a humanoid, is easily the character's most interesting form. It's big and bulky, and more menacing than his final form. What would make this figure especially cool would be for it to include two tails—one normal one, and one just big enough to absorb Android 18.

#### Non-Super Saiyan Trunks and Goten

Trunks and Goten are little kids, and while they spend a lot of their time fighting, they spend just as much time goofing off. Since the Super Saiyan figures of these guys look so serious, let's have some non-SS figures that look like they want to have fun. What would make these figures even better would be for them to come with a Mighty Mask outfit that they could wear.

These are just a few of my suggestions for Irwin Toy. What new DBZ figures would you like to see? If you'd like to comment or send in your ideas send me an email at <http://www.dragonballtoys.com>. ★



# DBZ ONLINE



## Use Java To Create DBZ Web Sites

**S**ince this column started, I have been simply amazed at the sheer number of people who have a real need to create a Dragon Ball web page. There has been no end to the variations on the simple theme of a cartoon series by fans of every age. The sites have ranged from simple ones offering some downloaded pictures, fan fiction, or role playing games, all the way to incredibly complex sites offering fan designed animations, chat rooms, and complex programming.

This time around, you will be let in on a secret that can make the difference in the complexity and professionalism of your own web page. With very little skill or effort, you will be able to actually write games, animations, and other interactive goodies using the Java programming language. And you do not have to be a programmer to do it!

### What is Java?



The earliest web browsers used programming called HTML ("Hyper Text Markup Language"). While HTML is

still the basis for virtually all web sites (you can see the HTML code in most pages by choosing "View Source" from the top menu), a group of programmers decided that the language was too simple, so they created Java. Java is a special set of instructions that is now included in every web browser, and these instructions can be read on almost any computer being made today. The slogan of Java programmers is "write once, read on any platform."

As soon as Java became available, thousands of people around the planet started writing small pieces of code in the language to run on browsers. These pieces of code are called "applets." Many of these applets were uploaded to sites on the Internet and given away for free, with the idea that people could download them, change them around just a little bit and make their own custom programs.

### Your Own Programming Creations

Have you ever seen text crawling across the bottom of the screen at a web page? Would you like to do that on your own web page? It's all done with a very simple Java Applet, which can easily be found in the page's html code. Just "View Source" and then it's simply a matter of copying and pasting the applet into your own page's html code and changing the scrolling text to whatever message you want.

Okay, so you do need to know just a little bit about html coding. But not much! If you use a program like Front Page or Netscape Composer to make your web pages, there is always an option available for you to see the code the program generates and paste in something else.

There are lots of great pages to find, try out, and grab free Java code that you can



customize any way that pleases you.

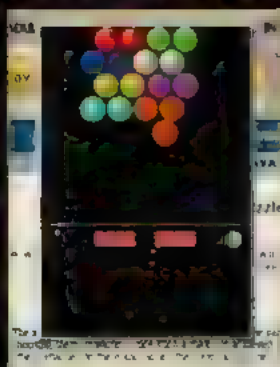
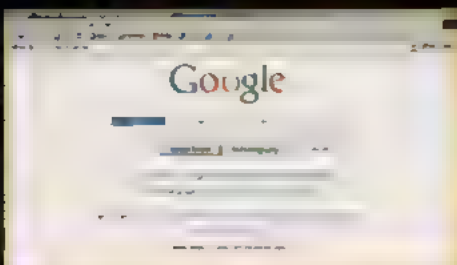
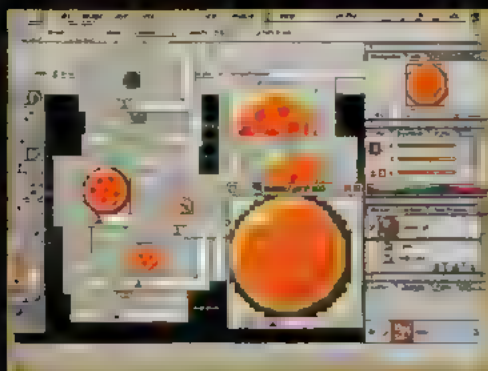
While much of the stuff you find is going to be easy to use, some of it is quite complex. If you start with the simple stuff, before long you'll be converting very complicated code on your own, and undoubtedly, some readers here might wind up learning enough about Java to write 100% original programs eventually!

The best way to find these pages is to go to a good search engine, like Google (<http://www.google.com>), and type in "free java code" as a search term.

Literally thousands of pages will show up, and plenty of them offer great free code, and instructions how to use it on your own site.

Just for an experiment, I found a nice little game on <http://www.javafile.com> called "Bubble Puzzle."

It's a fun little game created by Xin Yang, whose original web page has unfortunately vanished. However, you can play the game at <http://www.javafile.com/games/bubbles/bubbles.php?cat=Fun+and+Games> and down-



load the Java code and pictures used in it from there, which is what I did. Next, I dragged all the little pictures of the colored bubbles into an image editor, and pasted little pictures of Dragon Balls in their place.

I rewrote the instructions just a little bit, changing the word "bubble" to "Dragon Ball," and uploaded the whole shebang to <http://www.ronevry.com/info.html>.

Once there, you can read the instructions, and click on a link to play the game. Now I know the game really doesn't have much to do with the real Dragon Ball storyline, but it was fun and easy to design, and perhaps even more challenging to play than the original version, since you have to count the tiny little stars on each Dragon Ball before you shoot it.

Have fun and we'll see you back next time with another exciting episode of DBZ Online!

*In any event, I would love to see examples of Dragon Ball pages you have created with Java coded games, animations, and whatever-you. Send the addresses of those pages to me at [revry@panix.com](mailto:revry@panix.com), and I'll write about some of them here. Please put "DBZ Readers Picks" in the subject line! Of course, while I can't answer every email or write about every page, but be assured that I do read every letter and (sooner or later) check out every site! ★*

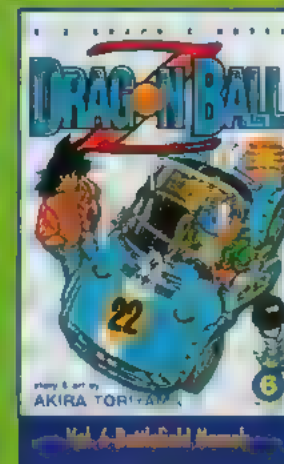
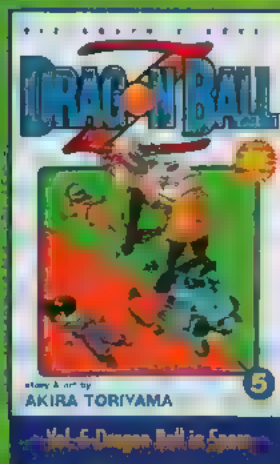
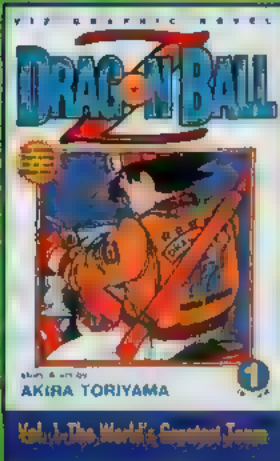
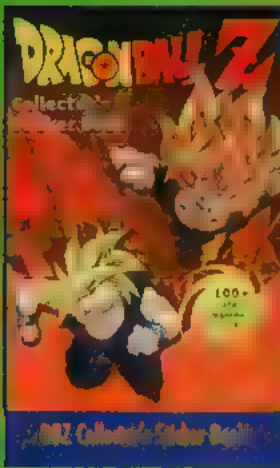
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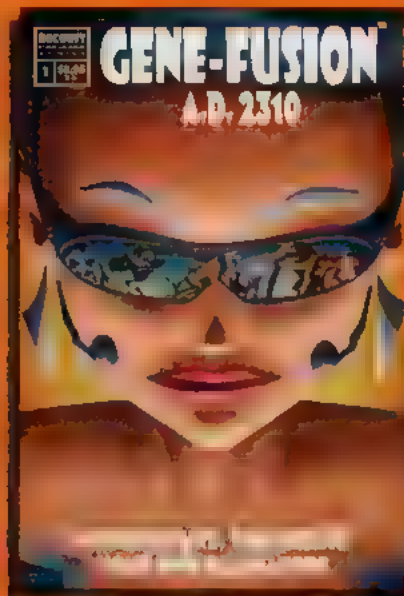
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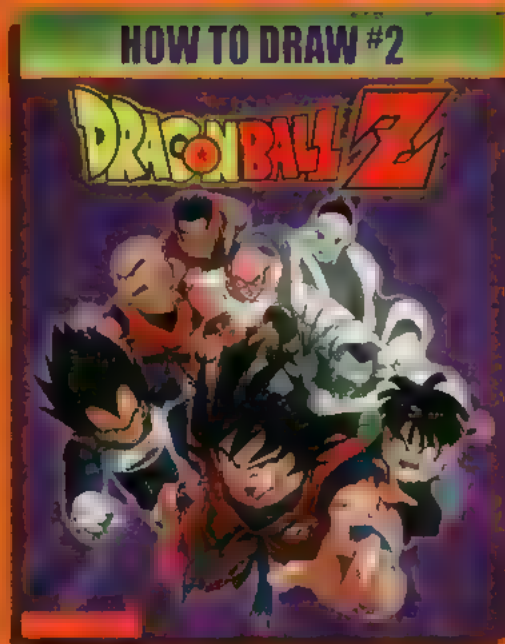
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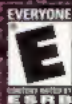


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